SUPER NINTENDO • GENESIS • NEO GEO • JAGUAR • 3DO • LYNX • GAME GEAR

DIEHARD GAME FAN

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 1 • ISSUE 11

LET THE GAMES BEGIN!

BATTLE OF THE SUPER SYSTEMS

GAME FAN'S FIRST LOOK AT THE 64 BIT JAGUAR PLUS MORE ON THE INCREDIBLE 3DO

INSIDE SEGA SECTOR:

STREET FIGHTER 2 SE
ZOMBIES
ALADDIN
SOCKET

SONIC'S IN HERE!

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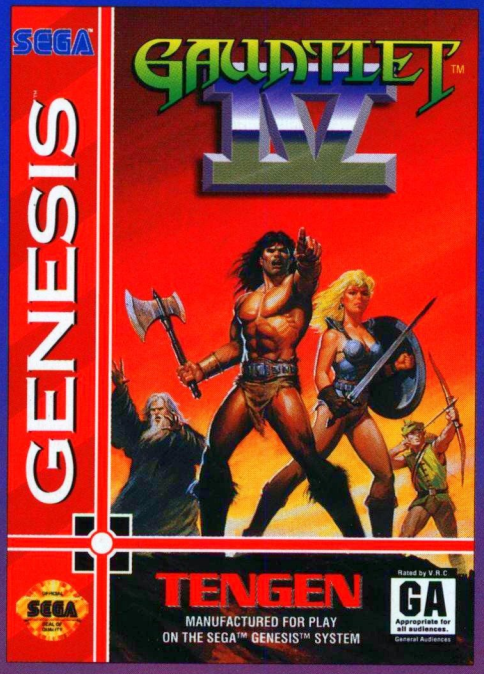
Grab your Sega 4-Player "TAP." Gauntlet™ IV has arrived...and this time, you'd better bring your friends!



The title that defined video-game adventure is now the first to utilize Sega's new 4-Player "TAP."

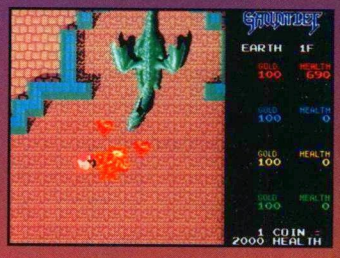
Just like the arcade classic, Gauntlet™ IV lets you team up with up to three of your buddies as Thor, Thyra, Merlin and Questor—and blast more Grunts, Ghosts, Demons and Lobbers than ever before. There's even a special 4-Player head-to-head mode so you can turn against your friends in a winner-take-all battle royal!

Gauntlet™ IV has arrived. Tap into the 4-player quest...and bring your friends!

First Game Available for Sega's 4-Player Adapter

Choose your path carefully—that door could be the last you ever open. Boo!

You want the treasure...but is it worth the risk? Too bad you couldn't become invisible!



A fire-breathing dragon can really ruin your day. Next time bring back-ups!

Grab four of your buddies and crash a Grunt party. Just watch your back!

GAUNTLET™ IV

OFFICIAL SEGA SEAL OF QUALITY

TENGEN VIDEO GAMES

GENESIS

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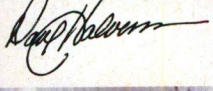
Welcome to Issue number 11. Putting this one together was an interesting and exciting experience, we are truly entering the next generation. I'm not talking about a mild upgrade but an entirely new genre to explore. It did'nt really dawn on me until I saw the first few Atari Jaguar shots, I was and am excited about the incredible 3DO, but to many simulations and learning games kept me from beleiving this might replace our SNES's or Genesis's, not to mention the high price tag. When we talk 3DO were talking about an entirely new approach to a wider and more varied audience. But when you see the games in our new " Jaguar's Domain" section, you are going to want a Jaguar.....bad. Forget any preconceived notions you may have harvested in the past, the way that Atari has planned this attack is brilliant. No one ever really knew what was up, and now all of a sudden here it is, just around the corner is a 64 bit system with ready games at an unbelievable price! You aren't going to see any learning games or point and clicks either, this is a game system, priced with the Sega and Nintendo user in mind. Many third party companies may say that Atari has burned to many bridges, but lets face it folks, the bottom line in any business is money and if the Jaguar sells as good as we think it will many 3rd parties will develop titles, I guarantee it . No executive is going to say " I know we could make a ton of money but Im still mad at those guys" Remember, we are in a totally different industry then we were when the Lynx came out. Nintendo no longer pulls the strings, cross licensing is the norm and with several formats present in the market, developers have more freedom than ever before. i think the Jaguar will get good support, just look at the games in this issue, and you be the judge. All I know is that as a hard core gamer, judging from what I have seen, Nintendo and Sega can start worrying, along with everyone else. America is about to make a comeback! Of course Sega has the Saturn 32 bit system ready to go which will undoubtedly be a huge success, but it wont be available until mid to late 94, Nintendo is introducing a 64 bit monster in late 95 and the 3DO should be out by the time you read this, and lets not forget about Hudson's 32bit Iron Man (scheduled for a Japan only release at this time) and the supposed SNK CD ROM is rumored to be out in Japan by May 94. Things are getting very exiting ,but did Atari get the jump on everyone or what!
Next I would like to talk about how we will be reviewing these new 32 and 64 bit games. Remember, we rate games against other similar titles on that system, so when we give lets say Total Eclipse a 90% that doesn't mean we think Silpheed or Starfox is better, we're just rating it according to the new standards. We are entering into an entirely new class of software and we will do our best to paint a clear picture so you can choose your software wisely.

Change can sometimes be scary, especially if you just bought a system that you thought was state of the art. But the entrance of 32 and 64 bit technology is not going to make our 16 bit systems obsolete. Sega and Nintendo are not going to abandon the millions of people that own there current hardware, they will simply grow into more divisions with several teams working on multiple formats, much like Segas Multimedia studio which was created solely for CD ROM development. Also keep in mind that great graphics don't necessarily make a great game. The Genesis and SNES have been around for quite a while, so the programmers are comfortable with the development systems, and just now working to their full potential. I'm sure that the best SNES and Genesis games have yet to be made. 16 bit is and will remain alive and well. Lets face it, this is no longer a hobby where one system is going to set the standards or be the best, many systems will be introduced and supported each at its own price point with its own target audience in mind, it will be up to you which ones to buy.
All I know is that the choices we have are getting better and better, and to all you kids out there who are wondering what to do for a career.....WERE GONNA NEED MORE PROGRAMMERS!!



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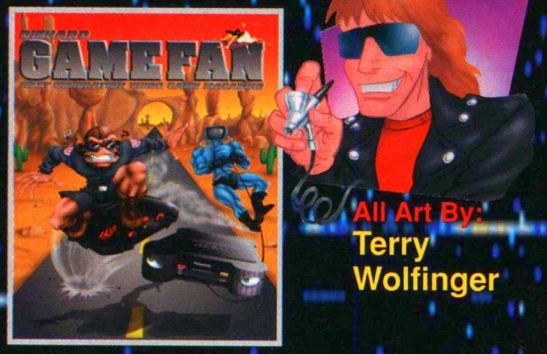

All Art By:
Terry Wolfinger

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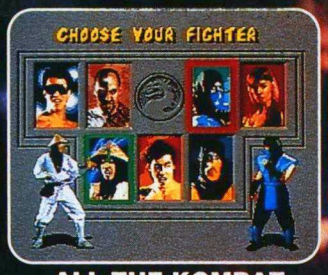
PREPARE YOURSELF

MORTAL KOMBAT®

JOHNNY CAGE'S SHADOW KICK!

FINISH HIM!

GORO LIVES!



ALL THE KOMBAT WARRIORS!

GENESIS™ GAME GEAR™

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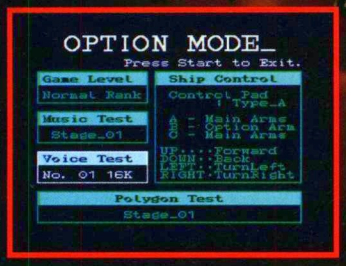
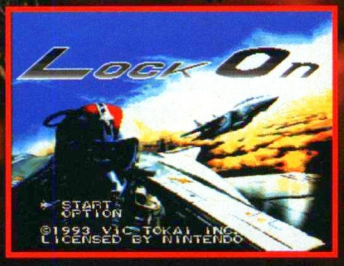
HOCUS POCUS

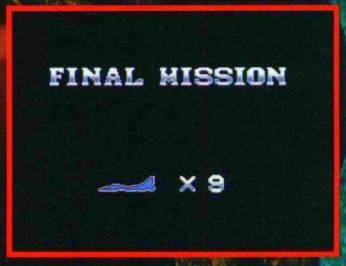
Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

To get 10 continues in Silpheed; when your down to 1 continue wait for the opening demo then press right, up, a, b, c, left, left, down, c, a, and then start.



To listen to all the voices from Silpheed, at the title screen hold down the a, b, and c buttons on pad 2 and then select the options on pad 1.





Level select:
To select any mission or aircraft. At the title screen press y, b, a, b, y, y, b, a, b, y, b, and start.

To choose special moves only mode in SF Special Champion when the Capcom logo appears on controller one press down, z, up, x, a, y, b, and c. Then listen for Chun Li's "Ya ta". Now it's moves...moves...moves.

Unlimited Shurikins:
Go to option screen and set S.E. to Shurikin and press B. Then set your Shurikins to 00 and wait a few seconds.

To play Final Fight 2 Champion Edition; at the title screen with controller 1 press down, down, up, up, right, left, right, left, L, and R. If the screen turns blue your ready to go!

Combo Attack Special by The Enquirer and K.Lee

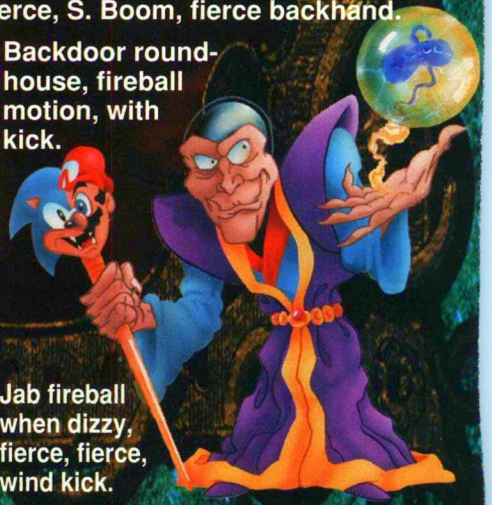
Jab S. Boom, knee, fierce, S. Boom, fierce backhand.

Jab S. Boom, fierce, fierce, S. Boom, fierce backhand.

R. house, standing forward, low, short, T. Knee.

Backdoor round-house, fireball motion, with kick.

Jab fireball when dizzy, fierce, fierce, wind kick.



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VIEWPOINT

HONESTY IS OUR ONLY EXCUSE

VIEWPOINT IS A PLACE YOU MUST VISIT BEFORE YOU GO OUT AND BUY YOUR GAMES, THAT WAY ALL THE GOOD DEVELOPERS WILL GET RICH AND ALL THE BAD ONES WILL EITHER BE FORCED TO IMPROVE OR BECOME TV EVANGELISTS.

Nintendo
Sega
Sega CD
Neo Geo
3DO

SKID'S PICK	SGT. GAMER	K. LEE'S PICK	THE ENQUIRER'S PICK
I don't like to run with the pack, but when it comes to a 24Meg Sega version of SF2 I get weak knees!	Aero is my choice this month (both platforms). With game play that just won't quit and an addictive quality found in only the best games, it's a sure bet to be a contender for game of the year honors.	It was a tough choice but when the smoke cleared I found myself parked in front of my SNES, just me and Act Raiser 2.	You already know what my pick is going to be. Street Fighter 2 of course! This version even surprised me and I'm not easily impressed.

RATED BY:	SKID	SGT. GAMER	K. LEE	THE ENQUIRER

SOCKET - VIC TOKAI - 8 MEG - 1 PLAYER

85% This fast new action platform will surely win you over with its excellent music, incredible detail and wacky new character. My only complaint is the choice of sound effects when picking up energy, even my dog ran for cover. Other than that this is a great title that begs for a sequel.

86% Socket is an excellent action/platform game that reminds me of a cross between Sonic and the Mickey Mouse and Donald Duck series from Sega. Vic Tokai has done an excellent job of creating an original character with an 'electrifying' personality that has play value up the ying yang...a few irritating sound effects but great none the less.

82% If you own a Genesis and your into action games your going to be excited about Socket. The game play has a great consistent flow and at the same time lots of diversity and the graphics are among the best I have seen on an 8 Meg cart. Lastly the music is excellent. My only complaint is it may be a little to reminiscent of Sonic.

83% Like Sonic, Socket dishes out all of the special FX imaginable to put this side scrolling action game on every kids wish list. Although not as good as the show version(some of the sound FX have been carnaged), the final version gets my seal of approval.

AERO THE ACROBAT - SUNSOFT - 8 MEG - 1 PLAYER

93% Aero is pure play mechanics from beginning to end . The attention to detail, playability and overall feel of the game is outstanding, and the levels are huge. Only the music could have been better. Aero is An outstanding new character that begs for a sequel.

97% Aero is an instant classic that is a throw back to the early days of video games. It is not about a hit movie license or the special effect of the week, Aero is just pure, creative game design and play that is challenging and addictive with many different obstacles to be overcome...thanks to Sunsoft for having the courage to hang their hat on an original idea and then complete the vision.

87% Although I wasn't quite as impressed with this game as everybody else, I'm not blind to the fact that Aero is a milestone game for Sunsoft. From the solid play control and bright colorful graphics to the long challenging levels and over all uniqueness there is not a lot to criticize about Aero, I only wish the music had been better.

90% What a game! Aero is quality game design, through and through. The team at Sunsoft has done a terrific job in bringing one of the freshest new characters to screen and producing an original title with great play mechanics, excellent control and personality that just won't quit. A must buy for Genesis owners.

DASHING DESPERADOS - DATA EAST - 8 MEG - 2 PLAYER

84% This is definently the most fun you could have with two players. The graphics, music and control are all excellent and the two characters have great personality. I've never played another game like it, it's totally original, and that counts for allot these days.

84% DD is pure arcade fun and is one of the best two player games around. From the first time the little guys shout 'OK', you know you are in for a good time and, with different diversions that you can create for your opponent to prevent him from reaching the finish line before you do, the level of competition and interaction between you and a friend is fantastic.

85% I had great fun with Dashing Desperados, playing by yourself can be cool but with two players its a blast. Although the game play can get a little repetitive after extended play, Dashin D's dishes a high level of addictiveness and true two player interaction. All this and great graphics to boot.

83% DD is fast-paced, 2 player, non-stop action where the fun never stops. Not only is the control just about perfect, but the challenge of the game is done to perfection. Dashin Desperado's will keep even the best of gamers on the edge of their seats for hours and hours of 2 player, in your face fun.

ZOMBIES ATE MY NEIGHBORS - KONAMI - 8 MEG - 2 PLAYER

91% How can you argue with 55 levels of terror? I love this kind of game, it's long, has great music, huge bosses and it's two player. I also like the horror theme, more companies should explore this great category. Shine the flowers guys, I want chain saws, chucky dolls and 40ft. killer babies!

86% Zombies is a great game. Unfortunately, the Genesis version was made available for review after the SNES title and, in comparison, does not have the impact that the SNES version had. It is still a terrific game with all of the tricks and puzzle solving that the original had but the music and graphics that created the mood of the SNES version have been watered down somewhat.

90% If the Neo Geo is considered the system of choice for fighting games then the same can be said of the Genesis for action games. ZAMN combines a Smash TV play perspective with a 1960's horror flick theme. Add to this a warped sense of humor and dozens of levels and you get what will surely be another Konami smash hit.

80% What I really like about Zombies Ate My Neighbors is how the game is set up; level after level of awesome 2 player arcade action. The only thing I didn't like was that the game was way too hard in the later stages. It's not quite as good as the SNES version but it's still another strong effort from Konami for the Genesis.

POLTERGUY - EA - 16 MEG - 1 PLAYER

70% This is a great game for entry level players or to whip out at a party, the sight gags are excellent. As a novelty Polterguy hits the mark, especially around Halloween, but if your looking for a challenge, look elsewhere, this is an eventful, but quick haunting.

77% Haunting has some original concepts and a great plot that should make the game interesting to veteran video game players. The graphics and sound are good and the traps and sight gags are hilarious but the game's long term play value suffers as a result of the game's limited play mechanics. If you're into puzzle games with some action, however, then Haunting's a great choice for your Halloween gaming needs.

70% If your looking for a novelty game for an up coming Halloween party this should be your obvious choice. However if you are an enthusiast gamer looking for a challenge look elsewhere. Polterguy successfully delivers on graphics but lacks the diversity and play mechanics that make a great action game.

79% I really like this game. It has great graphics addictive game play and a unique theme. Kazio and I played all night! Then I hid behind the couch and surprised here just like the real Polterguy! Its nice to play something different for a change.

STREET FIGHTER 2' SPECIAL - CAPCOM - 24 MEG - 2 PLAYER

96% Finally! A Sega version. Now I can play a lightning fast 24meg SF2 with a controller that doesn't look like a Milk Bone. The music and voice may not be as good as the SNES but, with my Sega 6 button the combos are effortless and the graphics are superb. The tournament mode is also a welcome feature.

98% The long wait is over for Genesis owners...the 24 meg SF2 Special Champion Edition is here and it has been worth the wait! Take everything that Capcom did in both SNES SF2 games and that's what you get in Special...the speed, the moves, the graphics, boss vs. boss and more. The only meaningful difference is the music, which is not up to the SNES versions standards. Genesis owners, it's time to go shopping!

96% SF2 for the Genesis is almost perfect...almost. Using the SNES Turbo Hyper as the benchmark Sega's SF2 has the graphics (full screen no less) and the perfect game play. I do however prefer the music and sound on the SNES. I still can't believe this is Genesis.

99% After playing this version extensively all I have to say is, buy it. This 24meg monster is as close to the arcade as you can get. Everything from the playability to control is perfect! The only thing that could have been better was the music.

AH3 THUNDERSTRIKE - JVC - CD - 1 PLAYER

93% Here's another great game to help save the fledgling Sega CD.(it wont be dry much longer) AH3 Thunderstrike not only has great graphics with rotating sprites, awesome scaling and first rate music and sound effects, but it's extremely long and fun to play, just like a CD should be! Now where's my Wonderdog sequel !?

93% Core should write a text book on how to design Sega CD games; Wonder Dog, Jaguar XJ220 and now AH-3 Thunderstrike. They've done it again. TS has a first person, scaling environment under your control that is breathtaking. Just wait until you annihilate a ship on the Panama Canal or take out an oil rig on an enemy controlled river. Ahhh...memories!

92% Chopper simulations aren't usually my thing so you can imagine the level of skepticism I had when I first booted up TS for the Sega CD. After about 5 nanoseconds I changed my mind completely the 3D effects are outstanding and you have the ability to go where ever you want. The music is great and the intermissions alone are worth the price of admission.

90% Here's a game that Desert Strike veterans can really get into. I like the way Thunder Hawk is sort of a Desert Strike/Steel Talons combo. Plus, there are tons of levels, great hardware scaling , lots of digitized enemies and one kick-but soundtrack that is sure to get nominated for music of the year...Perfection!

LETHEL ENFORCERS - KONAMI - CD - 2 PLAYER

72% This is a cool game, but nothing here says CD. I'm sure Konami could achieve the same quality on cartridge. Although its fun with the gun and has an addictive quality, it doesn't have the carnage this type of game should have been MA-13.

62% This game is not worthy of the Sega CD. With pixelized graphics and continuous loop backgrounds that look like the Flintstones, Lethal Enforcers is not up to Konami standards. When comparing it to all of the quality CD product coming this fall, LE does not have the long term play value to make it anything other than a novelty.

82% I was a big fan of the coin-op version of Lethal Enforcers and I'm glad that Konami kept the home version true to the arcade. The classic light gun provided has a high rate of accuracy and all though there is obviously less color here. I would still classify this as a good arcade to home translation.

80% Not only does this game come with a six shooter (far free I might add), but Lethal Enforcers has everything from the coin op as well, and now you get to play it at home with no distractions. Konami has done it again; this is a good translation of one of my favorite arcade games.

ACT RAISER 2 -ENIX -12 MEG - 1 PLAYER

94% Enix does it again! Act Raiser 2 has everything it takes to get me hooked, incredible graphics, great music from Yuzo Koshiro, lots of play mechanics and monster bosses. The multiple endings are a nice touch and add extra lasting power to a game that is worth playing again and again.

88% Actraiser is still one of my favorite games on the SNES and I have been waiting for the sequel with much anticipation. Enix has delivered an outstanding game that has sacrificed the baby role playing found in the original for more action, graphics and Yuzo. For me, the sequel doesn't bring you into the story like the first one did, but fighting the good fight to AR2's outstanding classical soundtrack is a pleasure that all SNES owners should experience.

95% I waited two years for this game and Enix did not disappoint. I have played this game quite a bit now and I really think that we will have to move up to 32-bit to experience better sound and graphics. My one small complaint. Is the lack of animation on the main character. But overall, Act Raiser 2 takes action gaming on the SNES to its limits.

94% Enix has, quite possibly, achieved perfection in action gaming. Actraiser 2 pulls out all of the stops to deliver beautiful graphics, a superb soundtrack and game play that pushes the SNES to its limits. And thank you Enix for taking out the simulation game from the original...action is all I ever wanted.

AERO THE ACROBAT - SUNSOFT - 8 MEG - 1 PLAYER

90% Like the Sega version, Aero SNES is an excellent new title with great play mechanics and loads of challenging game play, I don't like this version as much as the Sega Aero, (he seems a bit heavier) but I still think it ranks as one of the best SNES action/platforms of the year.

97% Aero is an instant classic that is a throw back to the early days of video games. It is not about a hit movie license or the special effect of the week, Aero is just pure, creative game design and play that is challenging and addictive with many different obstacles to be overcome...thanks to Sunsoft for having the courage to hang their hat on an original idea and then complete the vision.

89% I enjoyed playing the SNES version of Aero over the Sega version there really isn't a huge difference between the two, but I liked the mode 7 bonus rounds and the music better in this version. Its all here for action platform gamers. Sunsoft is on a role.

90% The SNES version of Aero is great. In this version, the music is better and the Mode 7 bonus stages add something not really found in the Genesis cart. As with the Sega game, SNES owners will definitely want to make Aero a part of their action platform lineup, right next to Mario and Mickey.

SUNSET RIDERS - KONAMI - 8 MEG - 2 PLAYER

89% This version of the great coin op, Sunset Riders is nearly identical to the arcade, with all the levels , characters , voice and bonuses intact. Playing in the two player mode, I experienced no slowdown or flicker anywhere even with the huge explosions. A great SNES game.

83% Sunset Riders is a good translation of the arcade original but not as much fun as the Genesis game. The SNES version just didn't have the same impact on me and the graphics, although colorful, are flat and lack the depth of the Sega version. These differences aside, SNES owners that are fans of the arcade game will definitely want to add SR to their collections.

90% Once again the programmers at Konami do their thing and a great game is the result. These guys are on a permenent role. If you take the Genesis SR (which I thought was great), add everything that was missing from the arcade, give it more color and better music you get what is now a perfect translation. Konami...there is no substitute.

89% Sunset Riders gets a super rating for being such an excellent translation of the arcade game. The music, cartoon style graphics and excellent game play really show that Konami can do on 8 meg what others can't do on 16 . After I beat this, I'll be ready for my SNES X-Men.

ASTERIX - ELECTROBRAIN - 8 MEG - 1 PLAYER

60% Asterix looks promising at first but you soon find out that the whole game is just sort of, well, empty.The same graphics and uneventful game play just keep recycling, never really leading to any high points. The character is kind of cool and the art and music isn't bad , but it's just all to mild.

69% Asterik is a puzzle/platform title in the vein of Lost Vikings. The game offers good graphics and interesting puzzle solving but it has too much of that 'me too' feel to it. Essentially, Astrix is a decent game that suffers because there is much stronger competition within its genre. Play Lost Vikings first then, if you still can't get enough puzzle solving action, give Astrix a try.

65% I really had high hopes for Astrix but unfortunately the game just couldn't deliver. There is nothing wrong with the graphics or the music its just that the game is boring and very repetitive. Its really ashamed because you can really see where they did somethings right, but then they seemed to run out of original ideas. But maybe next time?

70% For what was supposed to be a big SNES title I was a little bit disappointed with Astrix. Its fun for awhile but it tends to get a bit repetitive. So while not the greatest game in the world its not the worst either. Just average...

DREAM TV - TRIFFIX - 8 MEG - 2 PLAYER

40% Dream TV attempts to deliver unique game play but falls way short on graphics and artwork. No one wants to play an ugly game over and over even if it does present a challenge. This one just doesn't stand up to the competition.

48% Two years ago, this would have made a decent SNES title but time has not been a friend to Dream TV. It is not that this game is completely devoid of ideas or a desire to do a good game, but there is just nothing to it. The split screen, two player presentation is frustrating and the game is not fun...rent it if you're curious.

38% From start to finish Dream TV is a bland, uninteresting game, what probably started out as a good idea simply falls apart due to the tiny 8-bit graphics and the boring play mechanics. Games like this wont help the SNES in its quest for supremacy.

40% If you're into boredom, then have I got a game for you. Dream TV is exactly the type of game I thought we were trying to get away from...pointless, move to the left, move to the right action that goes nowhere. It's not the worst game ever designed, but the title is appropriate. ZZZZ...

ALADDIN -CAPCOM - 10 MEG - 1 PLAYER

90% Capcom has always done these types of games incredibly well, and they've done it again here. Besides successfully capturing the look and feel of disney's splendid cartoon , the programmers have managed to make an excellent action platform game as well, full of vivid color and great play mechanics, so you get the best of both.

89% Capcom has given 16 bit players another reason to own both the Genesis and SNES with its release of Aladdin. Although much shorter than Aladdin on the Genesis, Capcom's Aladdin makes up for it by giving the player a variety of play mechanics that takes Prince of Persia style animation and combines it with intense action to produce one of the best SNES titles of the year.

87% After playing Aladdin for the Genesis I wasn't very interested in playing the SNES version. I should have known better. The first thing that hit me was the music...incredible. I got a quick uppercut from the beautiful high rez graphics and even the animation holds its own against the Sega version. The final body blow however, is that the whole thing is over too quick. Great game but too short. Give me more!

90% Aladdin has game play elements similar to Ghouls and Ghosts and has that incredible Capcom feeling. The game play is perfect and everything else from the Graphics to music, is absolutely top notch. With only seven levels, the game is a bit short and a little on the easy side but novices and experienced gamers alike will want to play again and again.

REN & STIMPY / VEEDIOTS - THQ - 8 MEG - 1 PLAYER

79% Yes folks, it's THQ and it's pretty good, two words you don't see next to each other to often but you may start seeing more and more. Ren & Stimpy are in true form here, starring in a game that mirrors there cartoons very well and has good playability.It's pretty hard to beat, but it's fun, and the look on Ren's face will keep you going . Happy Happy Joy Joy.

84% Hey, Steempy...THQ made a decent game! The best part of Ren & Stimpy is that the game is drawn and animated just like the TV series and that the unique characters and disgusting situations that have made the show cool are in the game...even Powdered Toast Man! It's not the best action/platform game ever conceived but fans of the show will enjoy this title.

79% This game is a total crackup. Games are all about fun and I really had a great time with Ren and Stimpy. The graphics are drawn just like the cartoon and the sound effects are classic. I'm telling you the first time I saw Ren step on a nerve I started bustin' up. It ain't game of the year, but buy it anyway.

75% Ren and Stimpy in Veediot's, has tons of laughs and all the funny jokes from the cartoon. While the game is super hilarious at times, it is still just above average in game play and sound. Over all however , I am impressed and hopeful that THQ is attempting to make better and better games, this is a great start.

YOU BRING THE LIGHTNING

AH-3 THUNDERSTRIKE™

Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!

This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.

Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.

Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.

Screaming out of the skies over Panama . . . Strafing pirate gunboats on the South China Sea . . . Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.

JVC
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SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

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THE ADVENTUREES OF MONITAUR
GAME FAN HEADQUARTERS.
THE PLACE WHERE MONITAUR & HIS TEAM RESIDE AS THEY PROTECT THE WORLD FROM BAD GAMES.
AND HAVING JUST RECENTLY RETURNED FROM ENDING THE SCOURGE THAT WAS BLOWMEISTER GAMES.
WELL, I'M GLAD I COULD HELP YOU GUYS OUT, BUT THEY NEED ME IN KUWAIT.
TAKE IT EASY, GAMER!
AND THANKS, SEARGANT.
E. STORM SURE DIDN'T STICK AROUND VERY LONG DID HE?
I SUPPOSE HE HAD SOME IMPORTANT ROLE PLAYING GAME TO SOLVE!
OH THAT'S GREAT! SO WHO'S GONNA HELP ME GET BACK TO NORMAL SIZE?!
ALERT, ALERT! STRANGE GOINGS ON REPORTERD AT THE FOLLOWING ADDRESS. THEY APPEAR VIDEO GAME RELATED. LOADING LOCATION...
!?
STRANGE GOING'S ON, HM? I WONDER IF WE CAN GET SOME EXTRA HELP ON THIS ONE? LET'S SEE WHO'S HERE.
KID FANTASTIC! WOULD YOU CARE TO JOIN US ON A DISTRESS CALL?
YEAH, THERE'S SOME WEIRD STUFF GOIN' ON AT SOME HOUSE. THINK YOU CAN HANDLE IT?
KID FAN IS ALWAYS READY TO TAKE THE CHALLENGE! LET'S GO, RIGHT NOW!
KF

LATER...
THIS IS THE PLACE!
SCREEEESH!
WHOA! I WONDER WHAT SCARED THEM?
WE'D BETTER NOT WASTE ANY TIME!
AAIEEEE!
VROOM
WELL, EVERYTHING SEEMS NORMAL. I SUGGEST WE SPLIT UP.
I THINK I'LL..UH, ..CHECK OUT THE KITCHEN.
I'LL GO FIND THE DEN!
I GUESS I'LL START WITH THIS ROOM.
ELSE WHERE...
HMM? BETTER CHECK THIS OUT!
NOW THIS IS STRANGE...
CREAK
...THERE'S JUST TOO MUCH FOOD IN THERE!

AND IN THE DEN...
HEY, I BET I CAN STILL CATCH AN EPISODE OF CHEERS!
CLICK
♫ YOU WANT TO BE WHERE EVERYONE ♫ KNOWS YOUR NAME.
YEAH.
MEANWHILE...
WELL, THERE DOESN'T SEEM TO BE ANYTHING WRONG WITH THIS SOFA.
SNARL!
!
PANT, PANT, PANT.
HEH, HEH, HEH.
MY BOLONEY HAS A FIRST NAME, IT'S ....HUNH?
RATTLE RATTLE
BLAH!
HOLLEE!
HEY DERE, NAHMY... HAHAHAHA
CLIFF CLAVEN, HMPH! THAT SHOULD BE ME DRINKIN' UP THERE! GRUMBLEGRUMBLE

SPUT SPLUT BLOP!
EEEYAAH!
CHIEF, CHIEF! I WAS WATCHIN' CHEERS AN CLIFF CLAVEN AND THEN BLOOD AND SPUT AN BLOP BLOP BLOP!
MONITAUR! THERE WAS THIS EYE AND IT WAS BIG AND HAD VEINS AND THE FOOD.. AAH!
GUYS, GUYS! LET'S JUST SLOW DOWN AND EVALUATE THIS. DO YOU KNOW ABOUT THE GAME "HAUNTING"™?
I THINK THAT GUY, "POLTERGUY"™, IS TRYING TO SCARE US OUT OF THIS HOUSE. HE MUST THINK WE'RE RELATED TO THE EVIL SARDINI FAMILY!
ALLRIGHT, POLTERGUY™! SHOW YOURSELF!
PAF!
HA HA HAA! WHAT'S THE MATTER, CAN'T YOU GUYS TAKE A JOKE?!
WELL IT'S NOT FUNNY. YOU MADE KID FAN HERE STAIN HIS SPANDEX!
THIS IS NOT SPANDEX!
OH, YOU THOUGHT THAT WAS SCARY? I'LL SHOW YOU SOMETHING SCARY!
HERE'S YOUR CHANCE, FINISH IT!

SO YA WANNA BE AN ARTIST?

Well, here's your chance! Just finish the last panel of "The Adventures of Monitaur©" comic and you could be one of 21 lucky winners. Just Send us your 3 3/4" x 5 3/4" conclusion (in color please) and you could win this awesome jacket or a bunch of other cool prizes..so what are you waiting for? Go get a pencil and start drawing, Terry's waiting for your entries down in the basement with the postmeister, so hurry!

GRAND PRIZE

One Grand Prize Winner will receive:
Custom Hand Painted Leather Jacket
Haunting Game
Haunting T-Shirt
One year subscription to Game Fan Magazine

FIRST PRIZE

Ten (10) First Prize Winners will each receive:
One Haunting game
Haunting T-Shirt
One year subscription to Game Fan Magazine

SECOND PRIZE

Ten (10) First Prize Winners will each receive:
One Haunting game
One year subscription to Game Fan Magazine

Enter the haunting contest by sending in your drawing to complete the story line. Send your drawing to Haunting Contest, c/o Die Hard Game Fan Magazine, 6400 Independence Ave., Woodland Hills, CA 91367. All winners will be notified by mail.

All entries must me submitted on plain white paper. No lined paper or post cards will be accepted. The drawing must be the exact size of the blank frame in the comic. Each entry must have your name and address directly on the submitted art. Multiple entries accepted, but each must be sent in separately. The deadline for all entries is January 1, 1994, and all entries must be received by that date to be eligible.

Die Hard Game Fan Magazine and Electronic Arts are not responsible for late or lost mail. Employees of Game Fan Magazine, of Electronic Arts, and their subsidiaries and affiliates are not eligible.

Twenty-Six (21) winners will be selected by a panel of Game Fan Judges, who shall have complete and sole discretion in selecting winners. All decisions are final. All taxes on prizes are the sole responsibility of the winners. Winners release Game Fan Magazine and Electronic Arts and their subsidiaries and affiliates in all matters relating to the use of prizes. No substitution of prizes or cash equivalent allowed. One prize per family.

Winners grant permission for use of their names, address and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law, and otherwise governed by California law.

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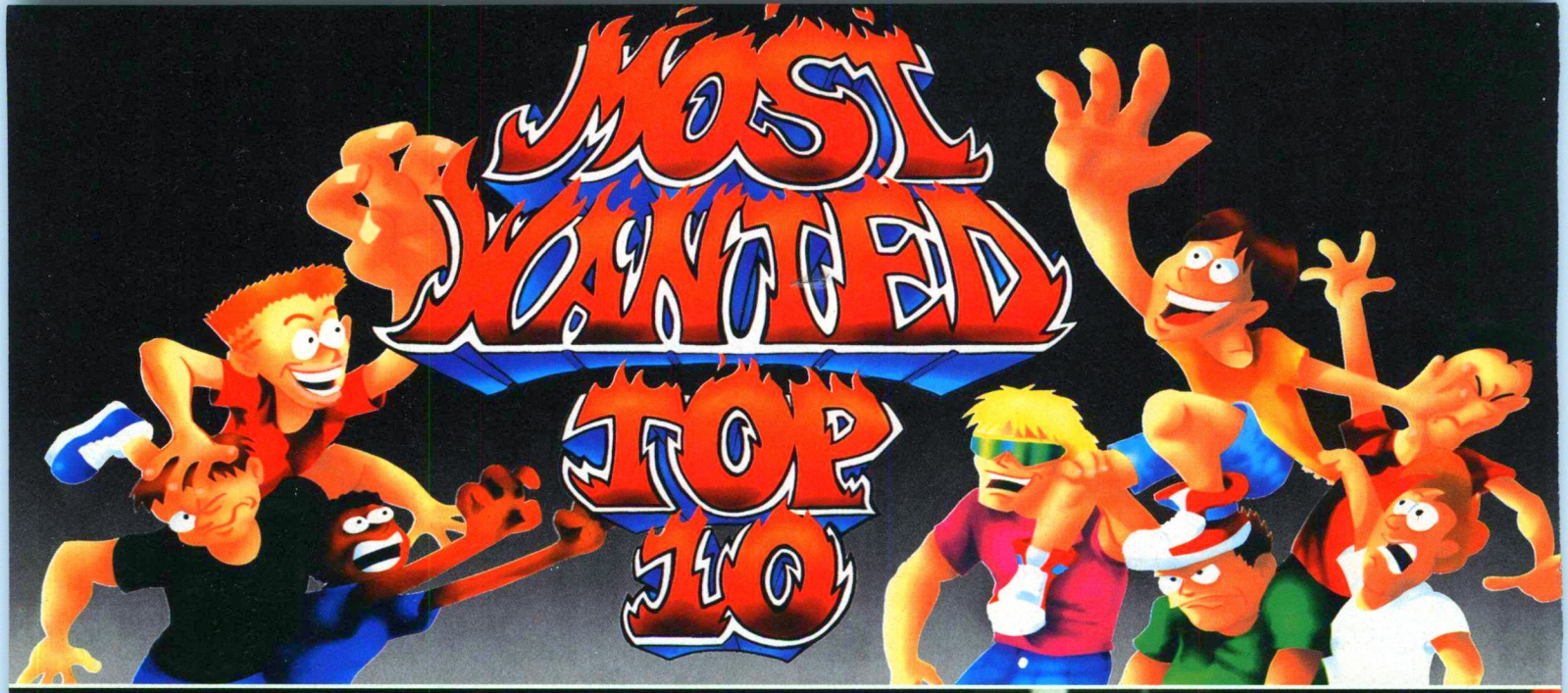


Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard or use the handy form on page 161 and drop us a line. Make sure to answer all the questions on the form if you send a postcard or letter. So what are you waiting for. . . Go get a pen we're giving away free stuff!

TOP TEN

1 SF2 Turbo (SNES)
2 Batman Returns (SEGA CD)
3 Starfox (SNES)
4 X-Men (GEN)
5 Flashback (GEN)
6 Cool Spot (GEN)
7 Streets of Rage 2 (GEN)
8 Battlemaniacs (SNES)
9 Fatal Fury (GEN)
10 Mario Kart (SNES)

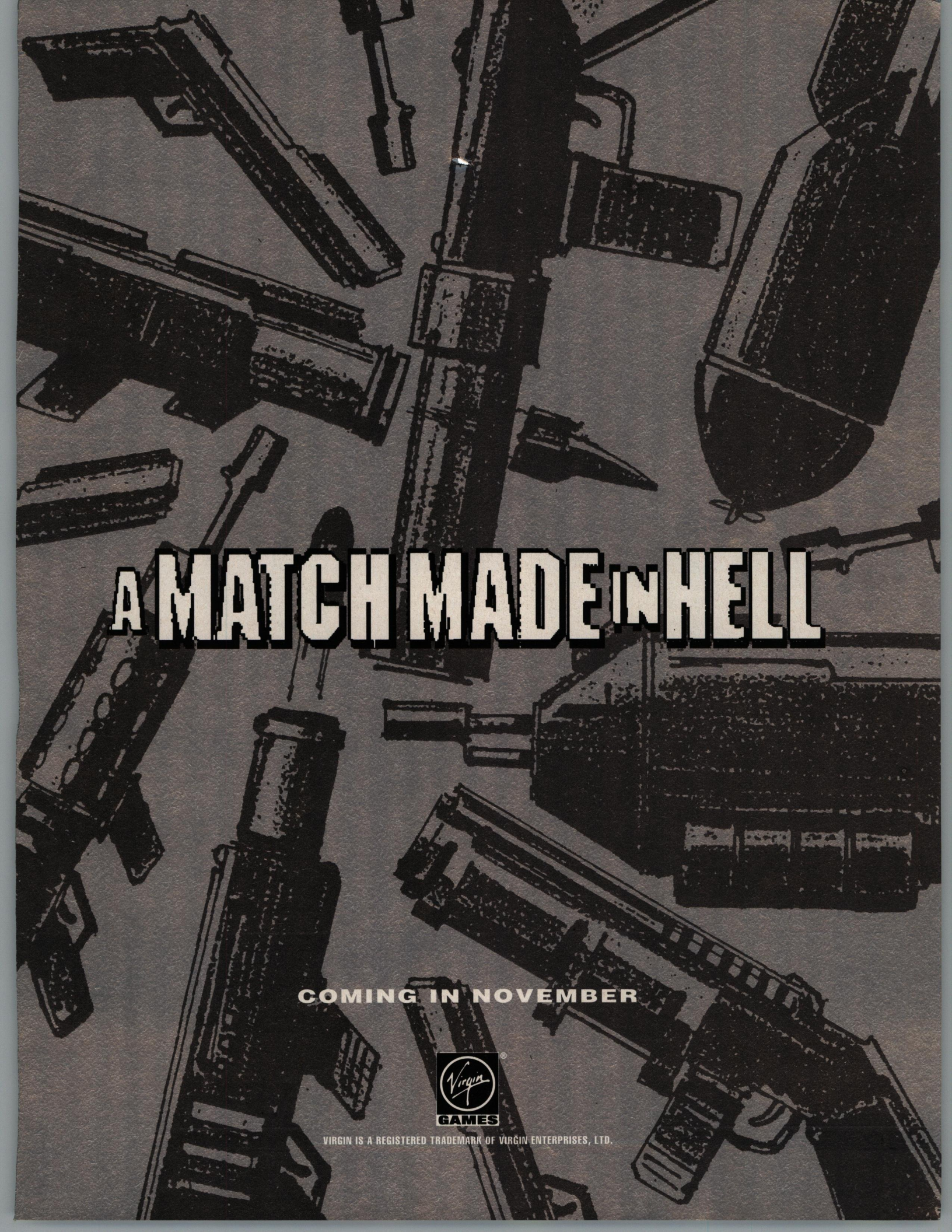
MOST WANTED

1 Sonic CD (SEGA CD)
2 Mortal Kombat (GEN)
3 Silpheed (SNES)
4 SF2 Special (GEN)
5 Phantasy Star IV (GEN)
6 Gunstar Heroes (GEN)
7 Tournament Fighters (SNES)
8 Lunar (SEGA CD)
9 Clayfighters (SNES)
10 Aladdin (GEN)

First Prize: Your choice of a core GENESIS, or LYNX!!!!! (*Cool Ha?*)
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A ***FREE*** year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Nicholas Peters of Witchita, KS • Second Prize: Brian Laughlin of Racine, WI
Third Prize: Ben Lucki of Orlando, FLA

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 161 and include a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, then send them to:
GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.


A MATCH MADE IN HELL
COMING IN NOVEMBER
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DHNN NEWS FROM AROUND THE WORLD BRINGING YOU

AN INTERVIEW WITH VIC TOKAI

Having just played Socket all morning, I picked myself up downed a DP, hpooed in the blue bullet, and headed for Vic Tokai for a one on one with Mr. Leonard Garcia, General Manager of Vic Tokai, Inc. and talk about (what else?) games, games, games. Vic Tokai has a full stable of titles including; "Socket", "Time Slip", "Mazin Saga, Mutant Fighter" and "Lock On" scheduled to be released this fall and Christmas. Vic Tokai, long known for its quality simulation titles, is branching out and expanding its presence in the American market and we thought you might want to see what's happening behind the scenes at Socket's house.

GF: First of all, thank you for taking the time to share your industry views with Game Fan. Could you give us a little background information on the history of Vic Tokai and your own background?

LG: Vic Tokai has been in business since the early '50's. The Tokai Group in Japan consists of four different companies. Vic Tokai Limited is our direct link with the Vic Tokai Group and is where we design, develop and manage our video games. The Tokai Group's interests run from propane and city services to gas stations and real estate. One of our divisions (Sabu Lease) owns and operates 100 arcade centers in Japan and two in Hawaii. We look forward to the day when we will be operating arcades in mainland America. Vic Tokai, Inc., a California corporation, was incorporated in November of 1987. The first employee was our President and the second employee was myself. My first project with VT was to translate the screen text and instruction booklet for Golgo 13.

GF: Vic Tokai has a history of producing games with a lot of play value and, as has been presented in the pages of Game Fan over the past few months, Socket is a great, addictive, fun to play game. Is this Vic Tokai's big title for Christmas '93?

LG: We are very, very excited about Socket. I am particularly happy that this is a product of Vic Tokai Ltd's own in-house development team. We expect that Socket will pick-up a nice, healthy portion of the older audience and that they will be attracted to this game, even though the 8-12 year old demographic is technically our target group. I believe that we follow the marketing aim of Sega of America and you folks at Game Fan in that we make the product sophisticated enough for an older audience and let the color, graphics and interesting characters speak to the younger audience, without talking down to them. Hopefully, we can have the same level of success as Sega did with Sonic and that you are experiencing with DieHard Game Fan.

GF: When you speak of demographics and your market perceptions, how do you view the opinion that is shared by many analysts that, since there has been no clear cut winner in 16 bit, the market is seeking a leader and that this may help usher in 32 bit entertainment on a semi-mass market scale.

LG: There may never be another winner in this industry with a capital "W" but the video game field is a healthy, vibrant industry. I don't know if there needs to be a single winner. It does put a burden on the third party developer but is a great situation for the game player who benefits from the increased competition and, ultimately, better product. The industry is getting bigger all the time. There is room for both Sega and Nintendo and, maybe, 3DO, Jaguar, etc., etc..

GF: What are your initial perceptions of 3DO?

LG: The most important element of any game is the game play. As far as 3DO is concerned, I didn't see much game there (at SCES) but, when the Super Famicom was first introduced, there wasn't much in the way of top notch games for it either. I think the technology is awesome, but window dressing does not make a game. Vic Tokai has never been a pioneer on new systems, unless necessity comes into play, and we won't be with 3DO. We will continue to follow the progress of the system and look at future development when appropriate.

GF: What does the future hold for Vic Tokai, Inc.?

LG: This year we've had two products that were developed on our behalf that have been managed by Vic Tokai, Inc. in America. The first was Super Conflict and the second is Time Slip. My product development manager and myself were responsible for the design idea behind Time Slip and the project was programmed by Sales Curve out of the UK. We are looking at bringing in our own development staff here in the US. All-Pro Basketball is our biggest selling game to date. In fact, we are currently looking at doing some very special sports products for 1994. We are looking at basketball and baseball games where our goal is no less then making the premiere games in the sports genre. We intend to grow and expand as the market does and to continue to produce high quality games with long term play value. GF

Chuck Rock II
son Of chuck™

To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?

Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!

Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!

Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wail too if you could get a whiff of Sergei's armpits.

SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

CORE

Virgin GAMES

Available on Sega™ Genesis™ and Sega CD.™

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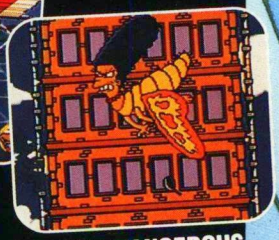
YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS™!

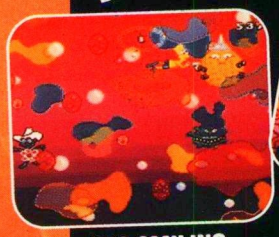
Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!

GASP!
ALSO LOOK FOR BART VS. THE WORLD ON GAME GEAR™!

NEXT STOP... BART'S NIGHTMARE

BARTMAN TO THE RESCUE


EVER-DANGEROUS MOMTHRA


IT'S SMILING JOE FISSION

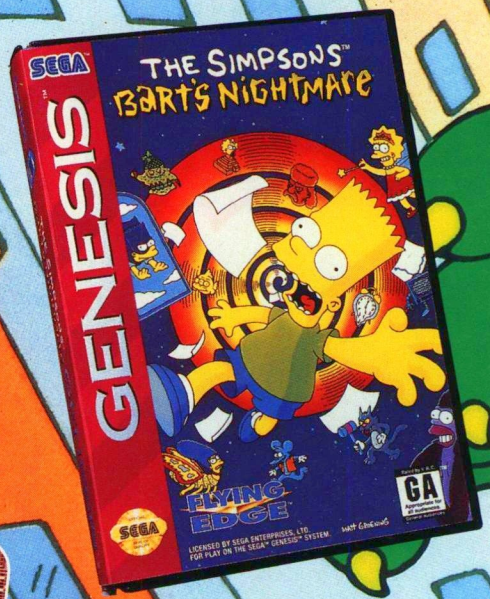
TEMPLE OF MAGGIE MAYHEM

ITCHY AND SCRATCHY HIJINX

READY... AIM... PLUNGER!

WHY YOU LITTLE...

GREAT BALLS OF FIRE!



FLYING EDGE™
A Division of Acclaim Entertainment, Inc.

SEGA GENESIS 16-BIT CARTRIDGE

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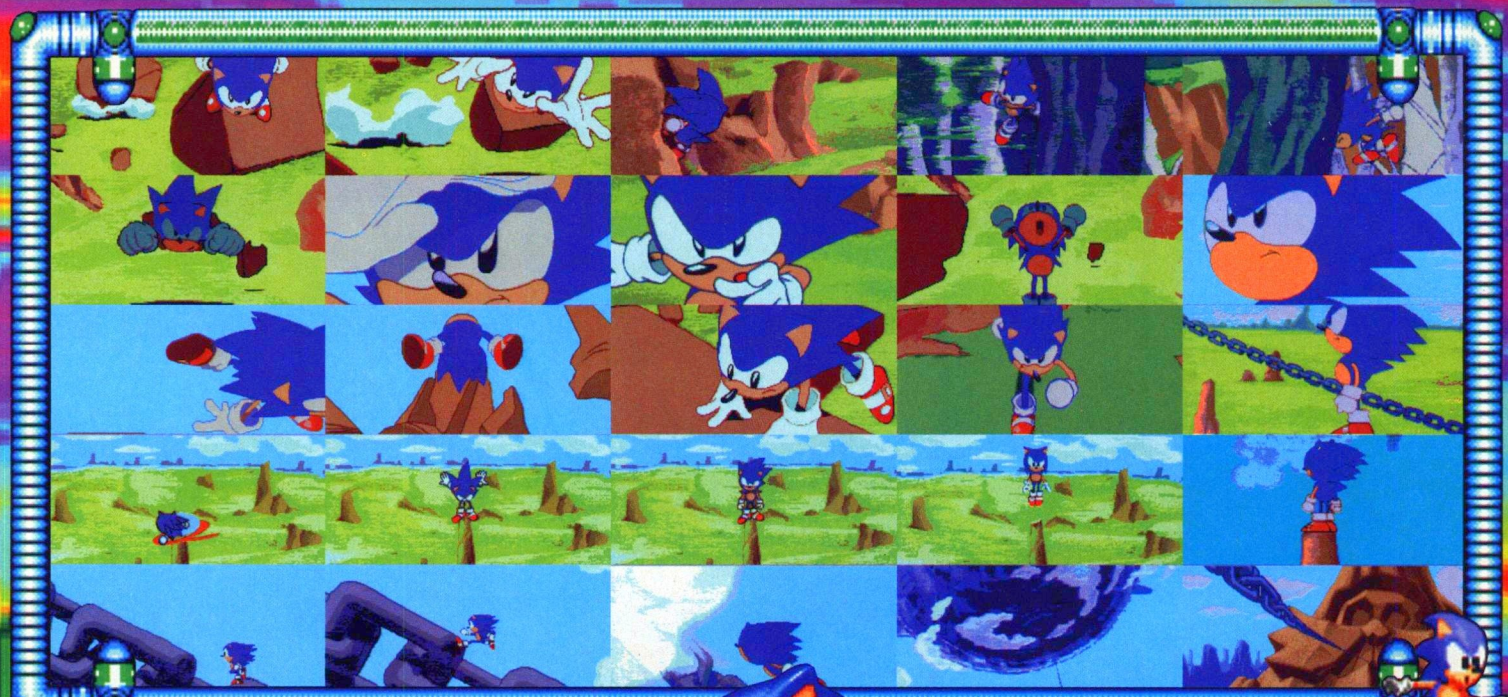
MATT GROENING

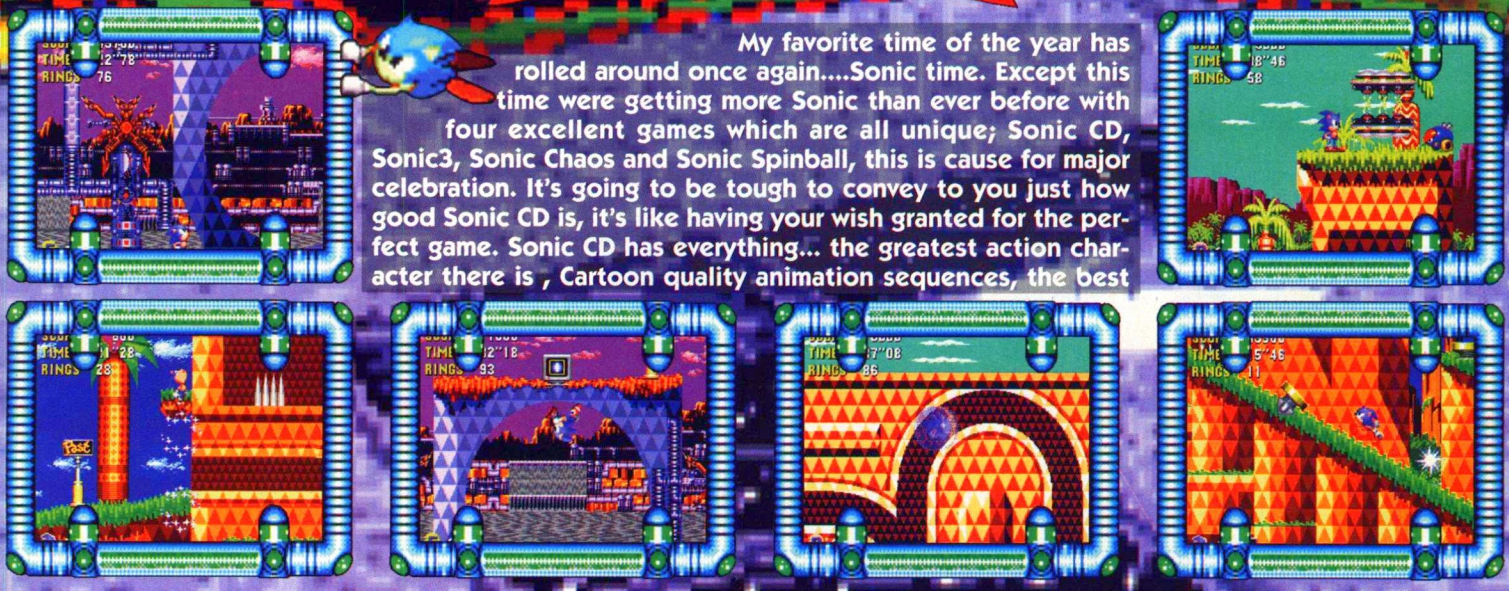
SEGA SECTOR

UNDER CONSTRUCTION

SEGA · 1 PLAYER · SEGA CD · NOV



My favorite time of the year has rolled around once again....Sonic time. Except this time were getting more Sonic than ever before with four excellent games which are all unique; Sonic CD, Sonic3, Sonic Chaos and Sonic Spinball, this is cause for major celebration. It's going to be tough to convey to you just how good Sonic CD is, it's like having your wish granted for the perfect game. Sonic CD has everything... the greatest action character there is , Cartoon quality animation sequences, the best



music ever, huge levels packed with scrolls and tons of places to explore and things to do, loads of spectacular color, incredible graphics, perfect playability and 3D bonus rounds that look and play so good they'd make a great game all there own. It's the ultimate Sonic feast and for me, game of the year. This all new Sonic adventure consists of seven stages; Palmtree Panic, Collision Chaos, Tidal Tempest, Quartz Quadrant, Whacky Workbench, Stardust Speedway and Metallic Madness, with three levels in each and a past and future level for the first two in every stage, three is always a boss stage set in the future. That's forty nine stages altogether and forty two of them have 3D bonus rounds, and that's only what we have found so far! When you complete the game with out collecting all of the chaos emeralds, first you get the best ending you have ever seen then a planet appears and you here Robotnic laugh followed by the words "try again and free the small planet forever" but this game is far from over, now try to find the rest of Sonic CD! There is also a time attack mode that saves your fastest times, just in case you decide to challenge some friends and a save feature is included which allows you to save and store several games.

Like the movie Back to the Future, Sonic can travel through time by first passing by a sign ,which is accompanied by a voice that says "future" or "past" and then reaching and maintaining a high speed (just like the Doc's De Lorean) this transports you to a mirrored version of the level you are on

with all new graphics and music. Can you and Sonic change the future? Robotnics robot Sonic has kidnapped your girlfriend and you must fight Robotnic in the future to get her back. We don't have the full story yet, but that's what happens in the game.
For now all I can tell you is that your investment in a Sega CD has finally paid off. With this and Silpheed Sega has the best shooter and the best action game of the year for 16bit, so if you've been holding back on that CD purchase due to the lack of quality software, now is the time, especially with the new model out at a lower price. Sonic CD is for me what it's all about, it's thoroughly enjoyable from beginning to end and then you just keep playing again and again, finding new stuff each time, I don't think I'll ever stop. I'll see you next month with lots more on Sonic CD.
-E Storm

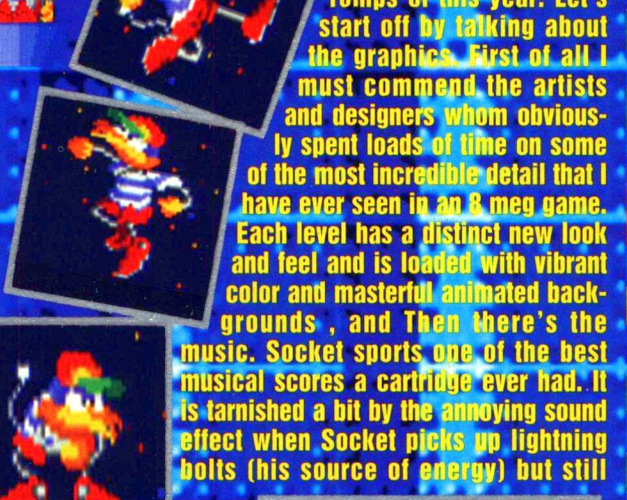
SCORE 0
TIME 0'12"78
RINGS 9
Past
Future

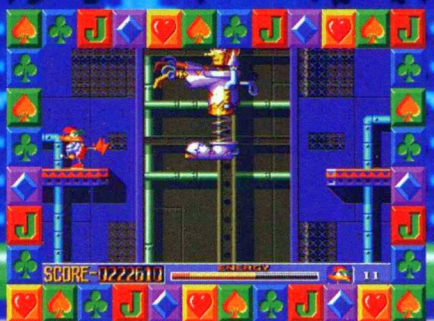
SOCKET

VIC TOKAI · 1 PLAYER · 8 MEG · OCT

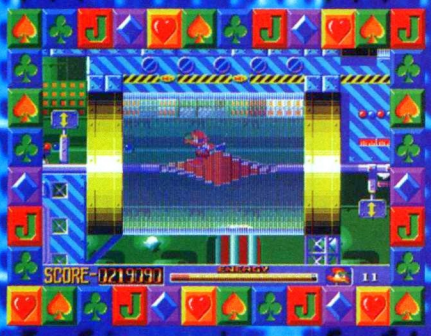
Socket is allot like Sonic.....and that's good. Socket is also not like Sonic.....and that's good to. Many will no doubt label this game as a Sonic clone.....great !! I love Sonic , bring on all the similar titles you want. The question is , does this robotic duck bring us enough that is new and most importantly fun in this great category? The answer is a big yes. An in house design from Vic Tokai , Socket

is a great new original character starring in one of the finest action platform romps of this year. Let's start off by talking about the graphics. First of all I must commend the artists and designers whom obviously spent loads of time on some of the most incredible detail that I have ever seen in an 8 meg game. Each level has a distinct new look and feel and is loaded with vibrant color and masterful animated backgrounds , and Then there's the music. Socket sports one of the best musical scores a cartridge ever had. It is tarnished a bit by the annoying sound effect when Socket picks up lightning bolts (his source of energy) but still





comes through big time. That sound effect by the way is the only major fault of the game. Control in Socket is excellent with responsive jumping and stopping on a dime, Socket attacks with a forward or upward kick and is drawn perfectly. He'll smile at you if you leave him for awhile but he has no balancing animation for those close to the edge encounters. The levels in Socket are huge, each one starts with a high speed area followed by an athletic and labyrinth area for each of the six levels making Socket eighteen levels big. And that's not including the awesome bonus rounds which are among the best I have ever seen. Throughout the game Socket must fight the Time Dominator, similar to Sonics bout with Robotnic. This weak boss is easily beaten , up until the end when he is much harder. Speaking of the end, Socket has a great ending, something many games unfortunately lack. I think what I ended up liking the most about this funny lookin robot duck's trek through time was the replay ability factor. This game somehow lifts your spirits with its ease of playability , ultra colorful graphics and happy music , making it fun to play , over and over. It took Socket to make me realize how much I've missed Vic Tokai's games, remember Golgo 13? Lets hope this is just the start of a long line of quality Vic Tokai games for the 16 and 32 bit arena's in the years to come.



AERO THE ACRO-BAT

SUNSOFT · 1 PLAYER · 8 MEG · SEPT.

As most of you already know, a bright new character has entered the action platform game genre, in the form of a bat .... an acro-bat, Aero the acrobat. What makes this game so good?.... play mechanics, plain and simple, its fun and its challenging , and of course grÅeat graphics don't hurt much either.

The nemesis in Aero is Edgar Ektar , who is bent on the destruction of both Aero and the circus. Working for Edgar is a whole cast of crazy circus freaks each with their own special way of stopping you in your tracks (or in flight).... but they're not your only worry. If you're gonna get good at Aero , you gotta get good at Aero!....let me explain. Cleverly the designers have made sure that when you pass a level, you've earned it. By the time you beat this one you'll know this bat inside and out , how fast he can stop , how high he can jump, how far he can spin and when to do all of the above. This game is loaded with precision acrobatics that require pinpoint accuracy and a good sense of where you are and where you're

going.....play mechanics.

Aero is comprised of four levels , the circus(5 levels+boss and bonus), the fun park(5 levels+ boss and bonus), outside (4 levels) and the museum (5 levels+boss and bonus) that's nineteen levels and three bosses , and the last boss is a level in itself, in fact this is the toughest last boss I have ever encountered. Each level has its own objective and is simply cavernous with lots of secret stuff to find and hidden places to explore. In the outside level Aero(well actually you) get to bungee jump for door keys ,this is just one of the many unique features within the levels that sets aero apart from the others in this category and gives it such a high replay ability factor. The music is varied ranging from happy circus tunes to one bassy, spooky melody, but most of it is on the happy side.

Overall , Aero scores big in every category (just squeaking by on the music) and will surely appear on many "best of" lists at the end of the year, this title truly does have something for everybody, that is , if you're a ninja

DATA EAST
ACTION
2 PLAYER
8 MEG
AVAIL. NO

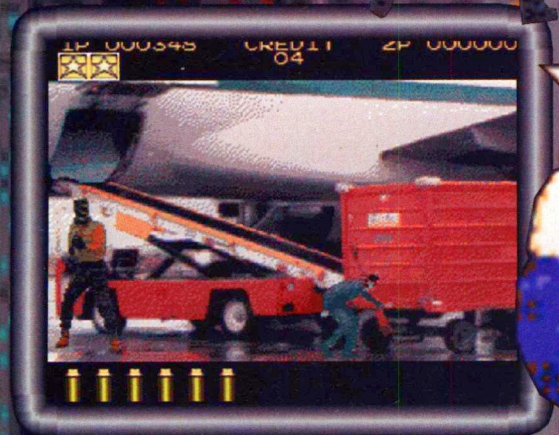
DASHIN' DESPERADOES

Lookin for a good two player action game? Well until now you'd of had a hard time, but now thanks to Data East ,the ultimate in two player action gaming has arrived in the shape of two Dashin Desperados in a mad scramble to claim the babe. In dashin Desperados you and a friend, or computer opponent will do everything in your power to trip the other guy up as you race across various split screen play fields. use weapons such as fire bombs, electrical charges, ice bombs and torna-do's , all the while concentrating on traversing the difficult terrain which is filled with obstacles like rushing water, fire pits , mazes, rolling boulders, pedes-

trians and other such distractions. Oh, and I almost forgot, theirs bosses too, I mean it's the guy that keeps kidnapping the girl you're so desperately after. He'll appear in several contraptions with your babe in tow...get him!! Graphically Dashin D's is first class and the music goes perfectly with the action. The control as well as the layout of the game is excellent and really keeps you on the edge of your seat from start to finish, which leads me to my final and most important point.....This game is a freakin kick in the pants, I mean it is fun. I don't think there's a two player game out their that even touches it. Other than that all I can say is pictures are worth a thousand words, check it out.
-E. Storm
OUCH

KONAMI
LIGHT GUN
2 PLAYER
SEGA CD
AVAIL. OCT.

LETHAL ENFORCERS™



Konami's first offering for the Sega CD is on the way, and as you can see its an unlikely choice, fresh from the arcades, it's Lethal Enforcers.

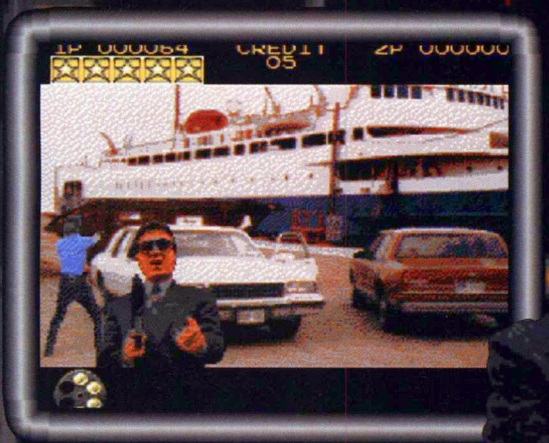
One might ask," why Lethal Enforcers? It's certainly not one of Konami's bigger titles". But it is unique in that it uses a gun, and that's what I think Konami is going for here, originality. On the one hand, Lethal Enforcers is a break from the norm, but on the other, is this what we really wanted to see with Konami's first CD title? You be the judge.

One thing they've done to make this a great arcade experience is actually give us the gun right out of the coin-op! This feature I believe will ultimately make this title a success, as you and I both know, none of us can resist a big box with a free toy in it...and a Konami game. Speaking of the game, lets talk about that for awhile, we'll begin with the graphics. The digitization in Lethal is great and the music is Konami all the way, right down to the little TMNT rift, and is very good, going along nicely with the game. The graphics are sharp and clean , free of the usual fuzz associat-

ed with full motion games to this point, the loading is minimal and the gun works perfect and looks realistic, so don't go takin it outside or ya' might make the evening news. If you haven't played Lethal in the arcade get ready to take out all your aggressions in the privacy of your own home. Oh ya ,drug dealers and thugs, taste my bullets you boneheads, oh, sorry Mr. Gallo, I didn't mean to nick you with that stray, step aside.

Don't get me wrong folks , Lethal isn't all that violent. When you shoot the bad guys they just flash and die, no blood or spurting goo is present. Hey man, this is fun for the whole family. As for you genesis only owners, no worries, an amazingly close cartridge version is on the way! and when I say close I mean close! Side by side with the volume down you couldn't tell the difference . They can do that? Hey, we're talkin' Konami here, anything is possible.

-E. Storm



VIRGIN · 1 PLAYER · 16 MEG · NOV

Disney's Aladdin

You've been hearing about Disney/Sega/Virgin's Aladdin on the Genesis for months now and the anticipation keeps growing. Never before in the history of video games has such a dedicated attempt been made to bring home this level of quality when creating a game based on a movie license. Aladdin recreates the action and animated beauty of Agrabah with breathtaking animation and detail that has no equal. The artists at Disney and Virgin have outdone themselves with this game. From the Agrabah Market through the Cave of Wonders and beyond, Aladdin is an absolute masterpiece and a joy to play. Everything that made the movie spectacular is present in the game; Abu, Jafar, Princess Jasmine, the Genie and Aladdin's magic carpet are all instrumental in game play and help contribute to the quality of Aladdin. With 12+ levels of action, you will not conquer Jafar's forces easily.

David Perry and the Global Team, who were primarily responsible for the graphics and game engine in Aladdin have taken action/platform gaming to a higher level. In fact, from what we've

seen so far Aladdin borders on role playing in that, when you are playing this game, you FEEL like you are Aladdin, using your cunning and skill to make it through the streets and dungeons of Agrabah.

Part of this feel is accomplished through the excellent play mechanics and control. Controller response is quick and accurate and you never feel like you are being beaten by sloppy play mechanics rather than the intricacies of the game.

The release of Aladdin is quickly approaching. Expect to see the game on retailer shelves sometime near the end of September (that is if you get there quick enough...might I suggest pre-booking?). Thanks to the magicians at Disney and Virgin, the creativity of the movie is going to be ours to relive and, best of all, take part in when the most successful animated movie of all time comes home to your Genesis.

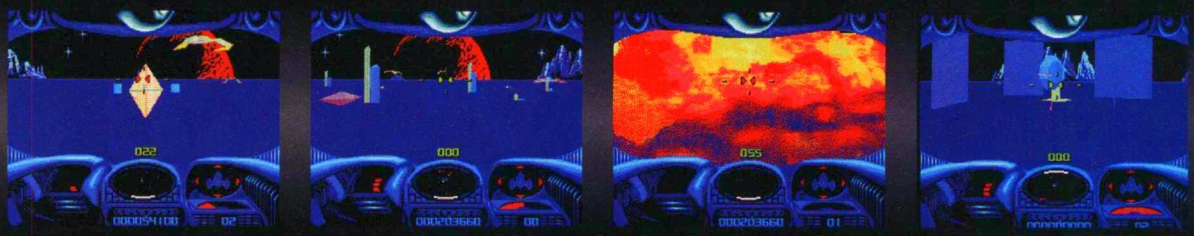
- Talko

It was a brisk October night. I was home alone. As I stepped through the threshold of the front door, I was met with a howling roar and an awful shock. All around me were blood thirsty mindless zombies, looking at me like I was lunch . Lucky for me I had my squirt gun, they hated the touch of its water and I was able to hold them off as I made my way to the neighbors house. What I found there was a terrible sight. I had come for some help but what I found instead were bits and pieces of what used to be my neighbors spewn about the room. looking around I noticed a movement on the stairs, then I heard a door slam followed by a scream. It had to be Dana, my gorgeous neighbor who I had been trying to get next to for months. Would this hideous occasion finally bring us together? I called out to her,"Dana, it's me, Earnest!" She ran down the stairs and threw her arms around me. Zombies or not, this is going to be a great night.

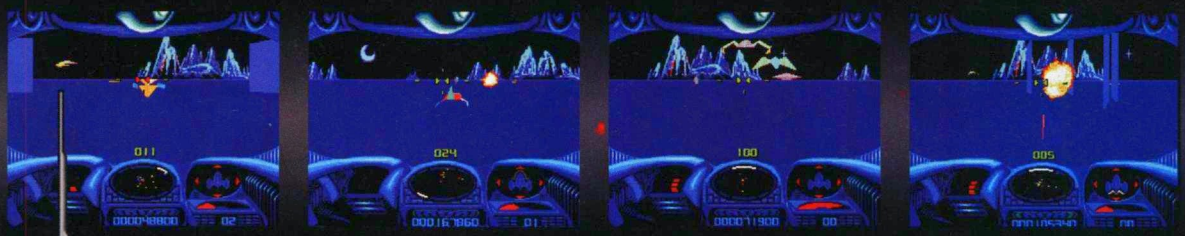
Now together , Dana and I will set out to save the neighborhood and send these undead creatures back to wherever they came from. We're going to need some good programming, a strong musical score and some excellent control from you to pull this off, of course you'll need a Sega Genesis and some sharp shooting skills, but you can handle it , cant you? Tell ya' what, we'll run as fast as we can, find weapons to make it easier and even act like monsters ourselves every so often to help you out.....so do we have a deal?.....good. We'll see you at level 55, that is, iff you've got the guts,speaking of guts , whats this on the wall....hmmmmm...

DYNAMIX · 1 PLAYER · SEGA CD · TBA

STELLAR-FIRE



A NEW GENERATION OF SEGA CD GAMES



Dynamix is bringing their futuristic PC tank shooter/simulation to the Sega CD and it looks like CD owners are in for one great ride. The SGI intro. is absolutely brilliant (and long, it lasts for nearly 5 minutes) and, even though there is only one level complete at this point, Stellar Fire has the potential to be one of the best Sega CD games this Christmas season. The game puts you in the cockpit of a planet based, futuristic tank that speeds across the planet surface with the objective of taking out the offensive attack that has been launched against your forces. Graphically, you are in a polygon environment that has both air and ground targets attacking your ship and the design team is creating an original soundtrack for this title that, from the first level music, promises to offer a complete CD gaming experience.

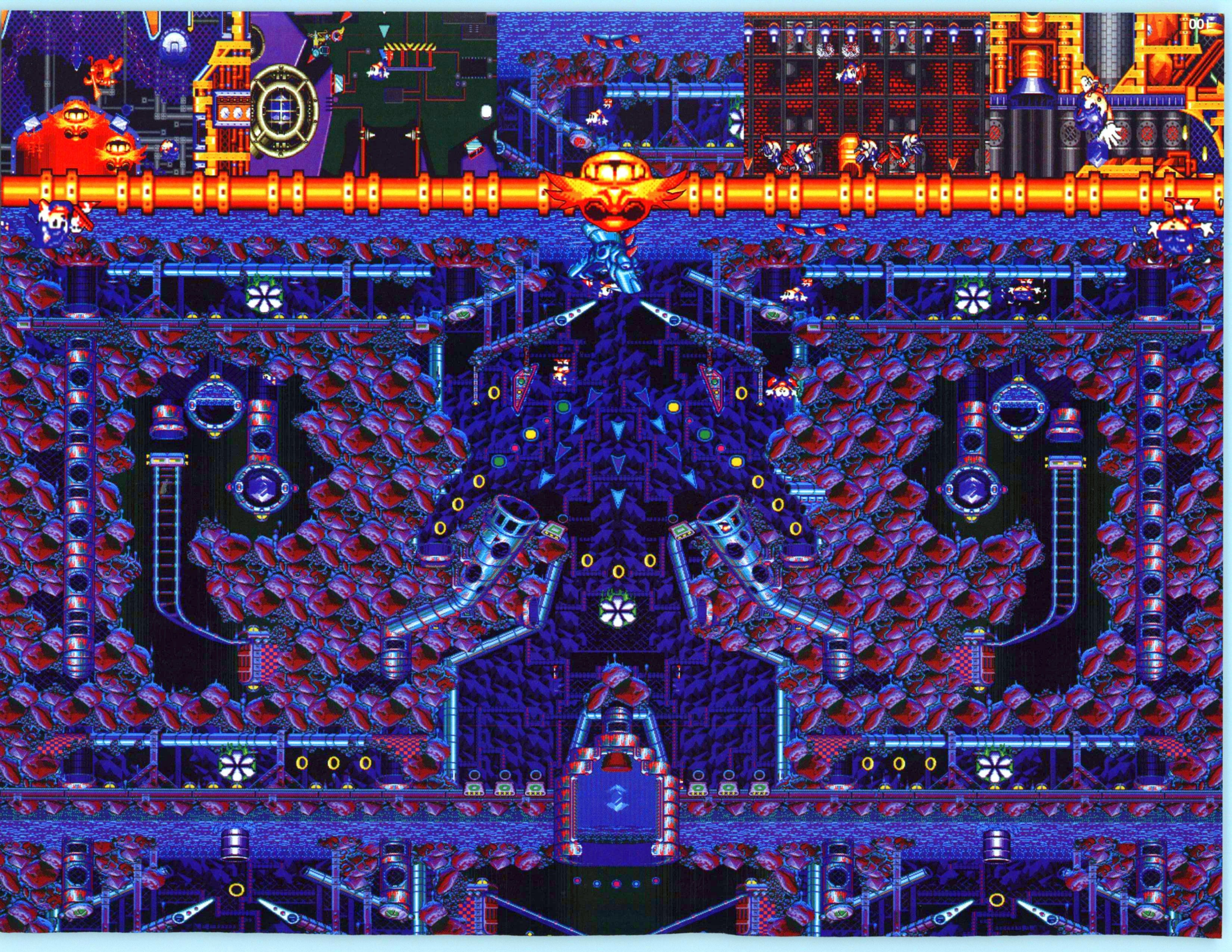
Look for much more on Stellar Fire in future issues of Game Fan-up to its release this Christmas. -Talko

SEGA · 1 PLAYER · 8 MEG · NOV

The hog is back and he's starring in his own pinball game! Sonic the Hedgehog Spinball is Sega's newest creation for its video game ambassador and it's a multi-level pinball extravaganza that has you launching Sonic against Dr. Robotnic and his evil creations over some of the most unique pinball play fields you've ever laid eyes on.

Spinball has a great look and offers an interesting twist on the Sonic theme. You are trying to acquire the Chaos Emeralds, which Robotnic has placed in the different play fields, and you have many tools, ranging from mine carts to sewer pipes and floating oil drums, to help you in your pursuit of Robotnic and the emeralds. The Sonic character itself is much more than a rotating blue blur. Sonic can paddle oil drums, climb barrels and zoom through tunnels to higher and higher play fields. The background graphics, at this early stage, are excellent, showing toxic caves, a high-tech, futuristic level and a mine cave level.

Sega looks like it could have the best pinball game on 16 bit in its hands. Keep an eye out for more on Sonic the Hedgehog Spinball as it becomes available...that toxic, blue hedgehog thing sure plays a mean pinball! -Magilla



DRAGON'S LAIR
I don't know about you, but when I'm at the arcade the last thing on my mind is dumping about 20 bucks into a Laser disc game so I can memorize when to go right, left or shoot. So until now I hadn't played Dragons Lair, I've only watched as others deposited massive coinage to interact with a fully animated cartoon adventure. Enter the Sega CD, now I can play and enjoy Laser disc games in the comfort of my own home or office (sounds like a commercial doesn't it) at my own pace, and without annoying boneheads standing behind me...." go right dude, ya, fer sure, I remember this part dude, it is like way rad bro, you want me to do it for you?" We've all run into that guy. Yes, Ready Soft is about to deliver a fully functional version of everyones favorite LD game to Sega CD owners everywhere. The game is virtually identical to the coin op, it moves at the same fast pace, has incredible sound and graphics, great animation and no excessive loading was present. The only difference is that it's a little grainy, but if you want perfection Ready Soft is also releasing a 3DO version which will most likely be flawless. So it's now possible to fully enjoy Don Blueth's Dragons Lair, Now where's my Space Ace and Star Rider!?
-Takahara
READY SOFT
INTERACTIVE
1 PLAYER
SEGA CD
AVAIL. NOW

Race Drivin'

Tengen is set to bring Race Drivin' to your Genesis. The arcade sequel to Hard Drivin', RD allows you to drive one of three vehicles over three different courses. In addition, the home version has a course architect that is built-in to allow you to design your own courses.

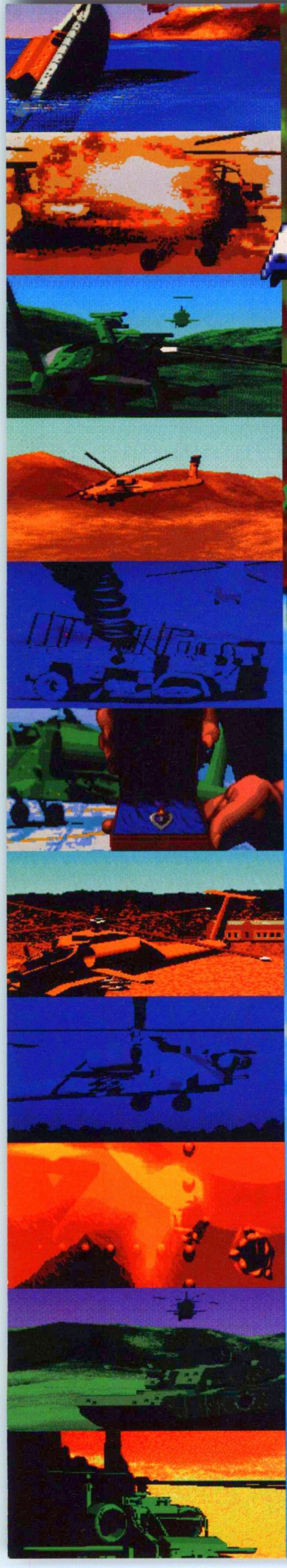
The problem is, the game just isn't very much fun. The frame rate is too slow to give you the sense of speed present in the arcade version and, since the feeling of "Virtual Reality" that was present in the arcade game is the key to the game's success, the Genesis version is left as an empty shell of the arcade game.

Another problem with Race Drivin' is that the programmers aren't working with any DSPs or graphic co-processors to speed up math processing. So, the number of polygons on screen at one time is limited. This limitation has caused them to take the Autocross track, which was the one everyone wanted to drive on in the arcades, and remove all of the cliffs and mountains. What the Genesis version is left with is a highway in the sky that only gives you a limited sense of depth and height.

Two years ago, I would have considered Race Drivin' a decent, but repetitive, driving game. Now, on the verge of Sega's release of Virtua Racing and Domark's F1 World Championship, RD looks old, slow and tired...It's time to let the younger, faster games claim Pole Position. -Talko

In my opinion this is the best Street Fighter yet for a home console. The detail, color and smooth line scrolls are incredible, you're not going to believe this is a Genesis game. Special Edition features a tournament and elimination mode, super fast gameplay with 10 speed settings built in and excellent sound for a

Genesis cart. But what is best about this version of street fighter is definentaly the ease of execution, the moves just pop out with the 6 button sega controller. You'll find yourself doing combos with ease and having more fun with Street Fighter 2 than ever before. Capcom has done it again! -E. Storm



AH-3 THUNDERSTRIKE

JVC · 2 PLAYER · SEGA CD · OCT.

How would like to play a combat game like Desert Strike in 3D? Well now thanks to Core and JVC, you can, and it's a blast, in AH3 ThunderStrike for the Sega CD. In this super long aerial shooter you will receive over40 missions including search and destroy, rescue, and ground, sea, and air assaults. The 3D first person perspective is excellent with ultra smooth scaling, digitized enemy crafts and weaponry and explosions that keep on smoking long after the target is annihilated. Your attack chopper can throttle up and down , hover and fly high or brush the surface, taking out artillery and vehicles on the ground. It's all very colorful, (with the backgrounds varying from jungle to dessert to sea and so on), fun and controls perfectly. Your arsenal includes a limited stock of missiles and an unlimited supply of machine gun rounds, I found it wise to stick to your guns and save your missiles for larger targets like tanks and other aircraft. Displayed on your control panel is a gauge that lets you know your condition and a radar to help find your targets, then escape the area.

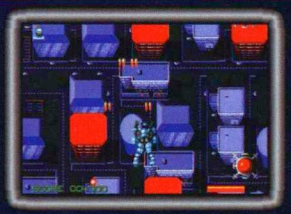
The music and sound effects are excellent displaying true CD quality and between rounds you get a nice little show as you receive your next mission, and as I said before the game is very long.

Games like this are the reason I bought a CD ROM, the scaling, digitized graphics and excellent sound could never be duplicated on cartridge and, add a sense of realism much needed to fully enjoy this sort of game like the voice of your commander giving instructions and warnings throughout your mission. With AH3 ThunderStrike Cores 5th CD title, they continue to show a high level of dedication to the Sega CD platform and further insure us of a good future with our Sega CD's -E. Storm

Wiz n Liz

If your looking for some good clean fun for one or two players , but you still want all the graphics that fifty bucks can buy, then Psygnosis has a game for you. It's Wiz n Liz. This title features simple straightforward gameplay (like mixing spells and saving wabbits) while still employing graphic features like 360 pixels per second scrolling, high res detailed animated sprites and lots of color. The game itself is kind of a mad romp as your little witch or wizard runs and jumps around frantically, collecting fruit to make spells and save their beloved bunny's which were scattered throughout the world when a spell went astray. It's actually kind of fun (although mindless) but obviously designed with the child in mind(or those big time non-violent types) Any ways, if your into this sort of game (or shopping for the kids) this is the best one, just remember...Wiz n Liz. -E. Storm

PSYGNOSIS · 2 PLAYER · 8 MEG · TBA



RoboCop 3

As everyone knows, Acclaim is riding high with the incredible success of both the Aliens series and Mortal Kombat, two multi platform, multi format titles that turned out to be excellent games. Well it seems while they were busy concentrating on these very important titles , somewhere in a basement was a lone programmer , making a really weak version of an already bad game...Ocean's Robocop. Im sorry, I love the new Acclaim, but no amount of programming could save this version of Robocop. I'll tell you one thing, if you have the patience to play through and beat this one, you truly are.....Grasshoppaaa.

-Mr. Goo

FLYING EDGE
ACTIC
I PLAYER
8 MEG
AVAIL. OCT.

EA · 1 PLAYER · 16 MEG · OCT

HAUNTING
STARRING POLTERGUY

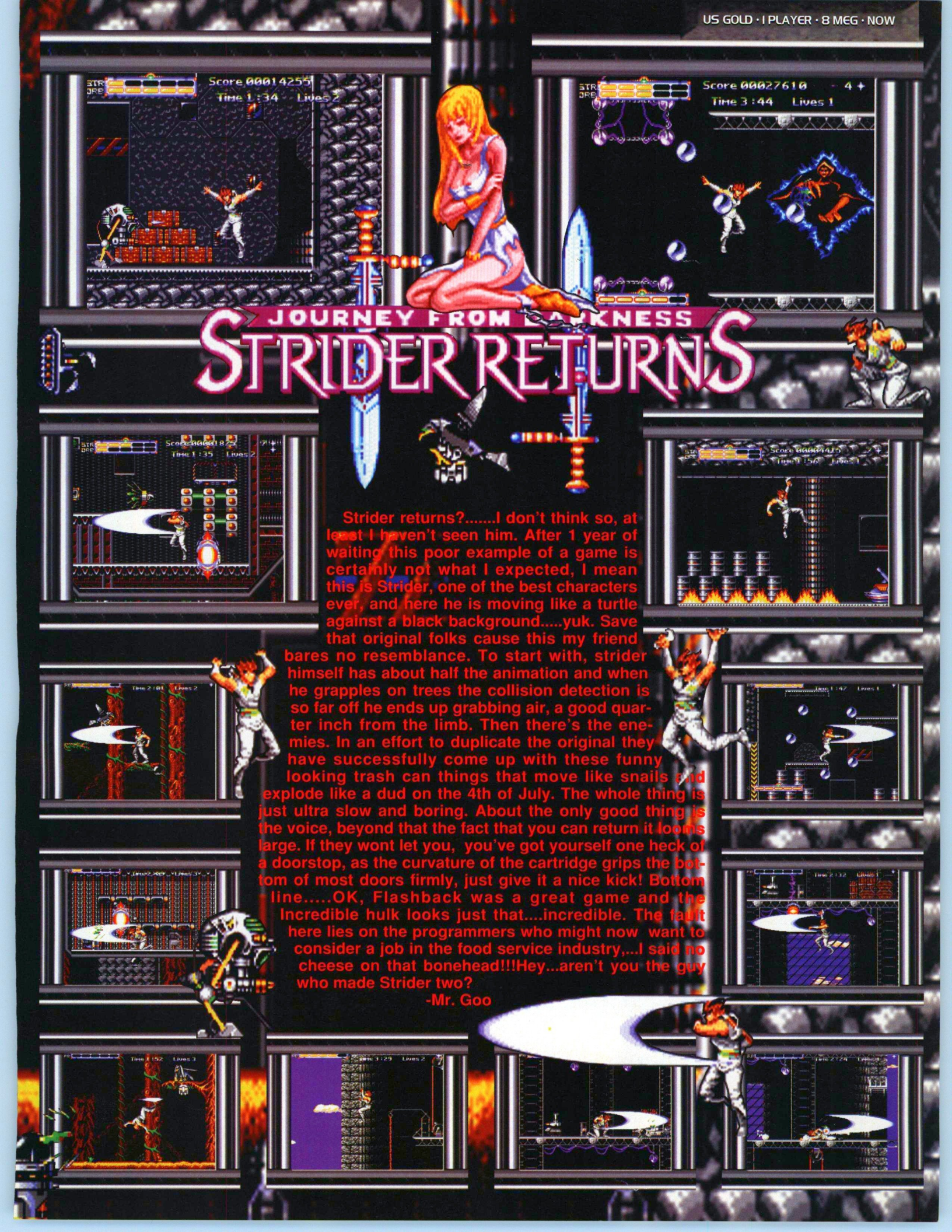
Haunting starring Polterguy is a unique, interesting game. Polterguy offers a blend of action gaming, when you set the different traps and when you go after ectoplasm, and strategy in that you must plan out your attacks on the Sardini family, to insure the most efficient use of your limited supply of ecto.

The concept of the game is great and really shows that EA is committed to bringing new, different and challenging action games to the Genesis. The graphics for the different homes and rooms are well done and the 3/4 isometric view really gives you a feeling of being in the house with the wicked Sardinis. The sound effects are atmospheric and help give you that creepy feeling that Polterguy is using to scare the wee-wee out of Tony, Mimi and the old folks.

The only negative in Haunting is that the game, for those of us that like heavy action, tends to get a little repetitive after you have progressed through a few homes. For the puzzle solver, however, this will not be a problem as the homes begin to offer bigger and better challenges as you make your way through the game.

Haunting is a mostly successful attempt to bring a new style of game play to the Genesis and, while it may be short on action, its graphics, unique style and in your face humor and attitude of Polterguy make it an entertaining game that will give you your money's worth. -Talko

US GOLD · 1 PLAYER · 8 MEG · NOW



Strider returns?.....I don't think so, at least I haven't seen him. After 1 year of waiting this poor example of a game is certainly not what I expected, I mean this is Strider, one of the best characters ever, and here he is moving like a turtle against a black background.....yuk. Save that original folks cause this my friend bares no resemblance. To start with, strider himself has about half the animation and when he grapples on trees the collision detection is so far off he ends up grabbing air, a good quarter inch from the limb. Then there's the enemies. In an effort to duplicate the original they have successfully come up with these funny looking trash can things that move like snails and explode like a dud on the 4th of July. The whole thing is just ultra slow and boring. About the only good thing is the voice, beyond that the fact that you can return it looms large. If they wont let you, you've got yourself one heck of a doorstop, as the curvature of the cartridge grips the bottom of most doors firmly, just give it a nice kick! Bottom line.....OK, Flashback was a great game and the Incredible hulk looks just that....incredible. The fault here lies on the programmers who might now want to consider a job in the food service industry,...I said no cheese on that bonehead!!!Hey...aren't you the guy who made Strider two?

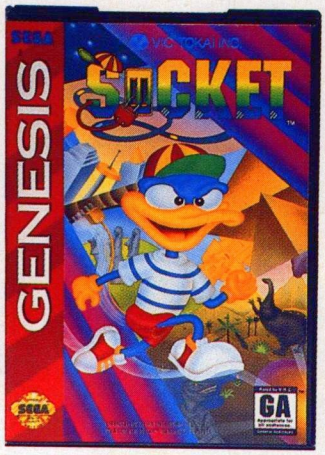
-Mr. Goo

WWF ROYAL RUMBLE

FLYING EDGE
SPORTS
1-2 PLAYER
16 MEG
AVAIL. SEPT.

Lets face it, wrestling games of any kind have been in short supply for the Genesis since its inception back in 89. We had Wrestle War (at least as an import), and a supposed Jesse the body (ya right) Ventura title was planned but never came out (be thankful , I saw it) so here now wrestling fans is your second wrestling gamefrom Acclaim, and it's a good one. Acclaims WWF Royal Rumble features all your favorite wrestlactors in a rumble to the finish. In a match of this sort you see, two men begin in the ring , then every two minutes two more join until a total of 6 guys are fighting it out. In order to win you must be the last guy left in the ring , by throwing out opponents you eliminate them (try throwing Yokozuna out of the ring for a guaranteed hernia)Speaking of the old yokster , is this guy a fat cow or what ? I bet the programmers had fun with that sprite. Any way's all this wrestling carnage is done very well with excellent control , easy execution and good graphic representation of the WWF stars like Hulk Hogan , Randy Savage ,Ted Debiase, I.R.S, Papa Shango, and The Undertaker, just to name a few. More good news for wrestling fans is Acclaims upcoming Rage in the Cage for the Sega CD, now that's gonna be a wrestling game ! Digitized Yokozuna farts ?

Who's Faster Than A Roadrunner, Got More Attitude Than A T-Rex, And Has More Juice Than The Electric Company?



SOCKET

Well, who do you think? Of course, it's Socket, a heck of a duck. He's got the speed and he's got the attitude. When this duck comes unplugged, he's charged up for some very electric action, including a momentous duel with his revolting arch-rival, Time Dominator. Plug into Socket for a little AC buzz and some fast times!

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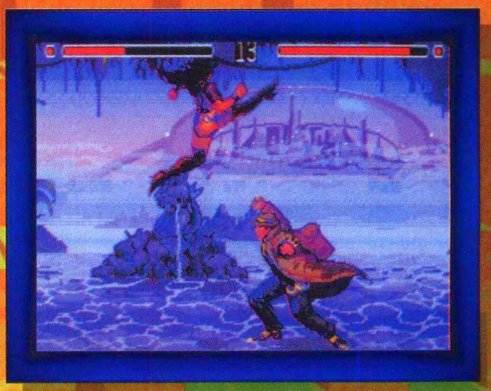
SEGA PREVIEWS

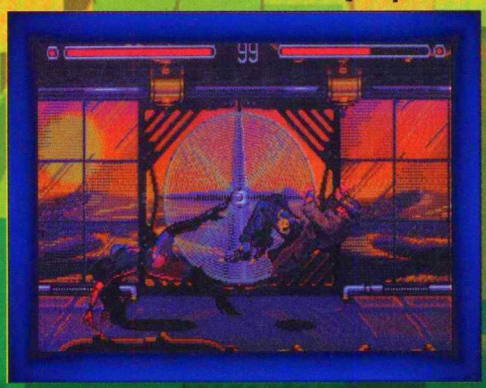
If you're a Sega CD owner into full motion games, your first one is about to arrive, Mad Dog McCree from American Laser Games. This interactive shooter, set in the old west, will have you shooting at your TV til' sundown like a mad gun slinger.

Two, two, two games in one! Its Battletoads Double Dragon for the Genesis. What could be better? Its frogs and street punks! Find out next month.

Here's a sneak peak at the new redesigned Dracula CD. Changes so far include, more fully animated enemies, new realistic Bats (instead of the old hawks) that don't dive bomb your head, new added graphics, better playability and as we requested back in issue 7, music in the levels! Look for a full reveiw of the real Dracula CD next month.



Sega's much anticipated 24 meg one on one fighter, Eternal Champions, gets a full workout in next months Sega Sector. Pictured here are Shadow Yomoto and Larcen Tyler, two of Sega's original new characters.



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HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.

So fun you could lose your head over it!

Don't get all choked up!

Get your kicks!

Wear a mask and pack a powerful punch.

Pow! Right in the kisser!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!

Walk on the wild side!

You've gotta have guts!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

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namco

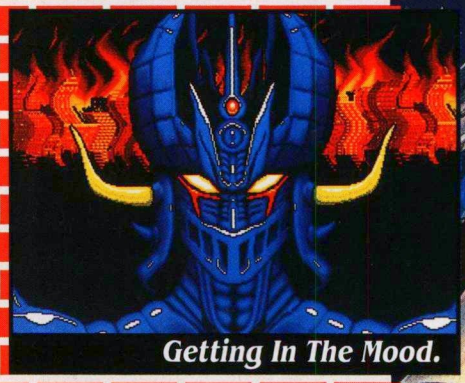
CYBORG 009

RIOT
ACTION
1 PLAYER
MEGA CD
AVAIL. NOW JPN

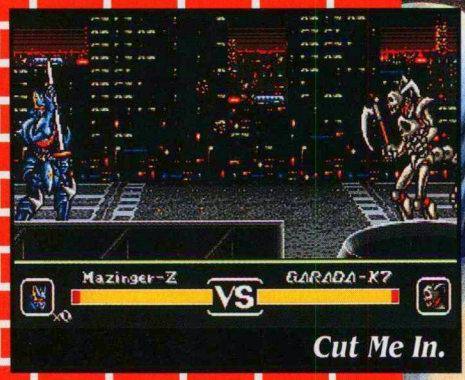
So,you're looking for a good import for your Sega CD huh?well let me save you some time and greif,do not ,I repeat do not buy Cyborg 009.From beginning to end this game is a perfect display of how not to program a game.
The experience starts out with a stiff(Pinnocchio had more flexibility)intro. complete with lets call it a de-composed musical score and then you're ready to take on the first level.Aren't you excited?Level one begins with an ultra stiff side scroll extravaganza followed by an ultra stiff first boss that resembles a witch stuck in the mud.At this point I was still hopeful,maybe level two would be better,ya right,and monkeys might fly out of my butt.To say the least level two is back to the toilet bowl with your character running about 90 miles per hour by the sea side shooting lame ass jellyfish and lamer robot dogs,oh ya,this is ca-ca.Midway into level three I quit playing Cyborg 009 and decided to go in for that root canal I've been putting off. I believe that in the future the only thing I will use Cyborg 009 for is a coaster or maybe a Frisbee,lets see I wonder how far you can bend one of these things before they.....SNAP!...woops.

YOU'VE GOT A REAL FIGHT ON YOUR HANDS.

Hand To Hand Combat.



Getting In The Mood.



Cut Me In.

MAZIN SAGA, MUTANT FIGHTER PUTS FIGHTING BACK WHERE IT BELONGS; IN THE STREETS!

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GENESIS

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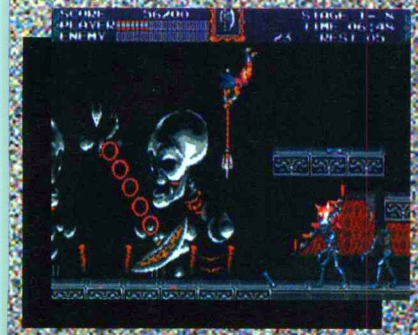
E. STORM'S IMPORT UPDATE

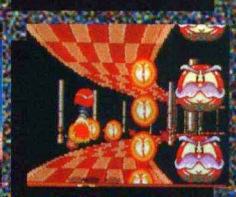
Welcome to the all new expanded E Storm Import Update, the place to be for the newest game information from Japan. Since much of the quality product we play comes from our friends in Japan we feel this section deserves more attention, and judging by your letters, so do you. So here's the latest for the Mega Drive & Mega CD, two systems that are becoming increasingly popular overseas now that the quality has come back to Sega. expect big things from SOJ in the months to come, and a big 32 bit surprise next year! See you next month. E Storm



Konami's Vampire Killer, known here as Castlevania Bloodlines is progressing well and looking as horrific as ever. Konami's commitment to quality Sega titles is impressive, they just keep coming! Bloodlines is etched in stone for November.

Ya!! T.M.N.T. Tournament Fighters by Konami for the Mega Drive/Genesis features twice the carnage of the SNES version, has a much darker cast of characters and has some of the radest moves I have ever seen. Witness the carnage this November!

The Mega CD version of Might and Magic 3 is set for a November release in Japan. But Kei managed to get a hold of one so you will see it right here next month.



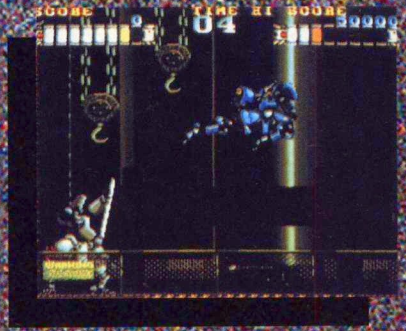
Panorama Cotton by Success was a big surprise. For a cartridge the scaling is very fast and smooth and the gameplay is reminiscent of Night Striker. Shooter fans should track down this 16 meg import later this year.

© Konami/Taito/Crl/E. Storm

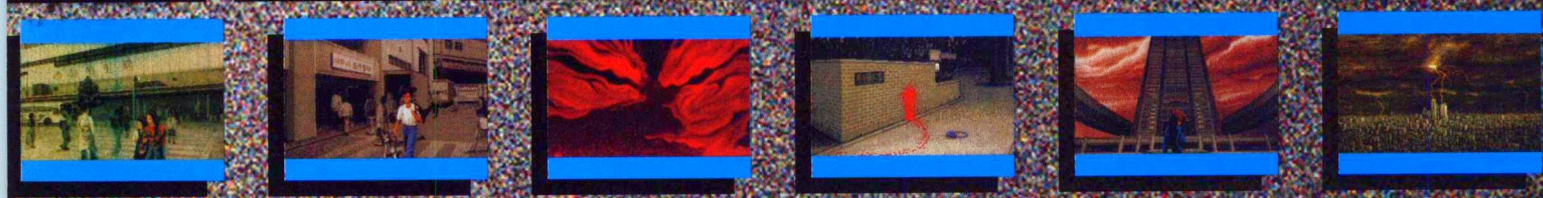
These are the all new battle scenes in PS4. These "machine battles" take place in the land master, flow mover or ice decker. PS4 is on schedule for a December release in Japan. Hopefully, we will see a U.S. version at the winter CES.

Sega's VR racing had crowds around it all day. This new DSP racer displays 7500 polygons per second, features all the viewpoints offered in the coin-op and is incredibly fast. I can't wait for this one, it looks absolutely awesome.

Sega/Falcom's new ACT/RPG Popfulmail features character animation that they claim can only be done on CD and 4 layers of multi-scrolling backgrounds. Kei say's it looked fantastic. Look for the GF preview soon.



Micronet's Mad Stalker is 16Megs of robotic action and fighting.



Birth of Goddess is an all new 3D dungeon role playing game being developed for the Mega CD. This famulure Japanese title features actual retouched film in the full motion sequences along with smooth scrolling 3D dungeon game play. Don't expect to see this one over here, it's just to bloody (check out the wall in the above photo). Birth of Goddess is set for a December release in Japan.

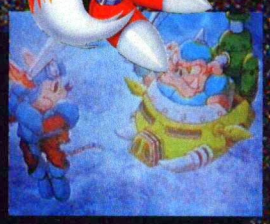
Treasure's new McDonald's game "Treasure Land" may make it to the states later this year.

©Micronet/Sega/Atlus

The Mega CD version of Eye of the Beholder features hardware scaling and music by Yuzo Koshiro.

Vay is now 100% complete and on its way to the states for translation.

31ST AMUSEMENT MACHINE SHOW!



Japanese TV's Rocket Knight Adventures and Silpheed commercials...where's are's?!

© TSR Inc./Strategic Simulation Inc./Pony Canyon/SIMS

An Interview With: TREASURE

Many of you will soon find out how incredible Treasure is, when you play Gunstar Heroes. This dedicated new company shows a commitment to quality unlike any other we have ever known. What Game Fan wants to be to its readers is like what Treasure wants to be to game players. They are committed to doing what they believe you want, not what the big corporations want , which is why they left Konami. I am sure that after you read this interview you will firmly believe that there is at least one company with YOUR best interests in mind, and that the future for Sega owners is extremely bright!

This interview was held at Treasure with the president , Mr. Masato Maegawa, and was conducted by Kei Kuboki and photographed by Takahiro Yagi, our two most treasured Japanese corespondents.

Q:When did you start treasure?

A: We officially started the company on June 19 1992.

Q:What was the reason for starting your own company?

A:I have dreamt of owning my own Company since I was young, then after spending 4 years at Konami I knew this Industry was where I belonged, so I decided to start my own development house.

Q:Where did you get the name Treasure?

A:(Laughing)We want to be a treasure to this industry!

Q:How big is your staff?

A:So far 18 people.

Q: Out of that 18, how many are programmers?

A:Almost everyone here is a programmer.

Q: What are there backgrounds?

A: Almost everyone is from Konami, there previous titles include; Qix, Bucky O Hare, and The Simpsons for arcade and Castlevania 4, Contra 3 and Axelay for the Super Famicom.

Q:What are there average ages?

A: Our youngest is 19 and our oldest is 37, average is about 27.

Q: What made you decide to leave Konami?

A: Basically, Konami is a huge Company, so you cannot create games freely. Konami's big titles are TMNT, castlevania etc..I just couldn't stand making more sequels, but in order to drive sales sequels must always be made. when I presented my idea for Gunstar Heroes they said, "no, it will not sell" You see, they only want the sure thing because they are such a high profile company.

Q:So have you been able to develop games unrestricted, now that you have Treasure?

A: Not 100% because we are now working for Sega, also a huge company, but we do have much more freedom and can do pretty much anything we want, within reason of course.

Q: Konami is a big 3rd party for Nintendo, so why are you now making games for Sega?

A: I've always been fascinated with hardware. People are constantly comparing Genesis to SNES, saying that the SNES has more colors etc...

But the Genesis has a 68000 processor, which is very easy for programmers to work with. I was a programmer for years, making games for the SNES, and I can tell you, the hardware is a pain in the butt. If consumers look at a still shot, they may think SNES is better, but actually, if you tried to put Gunstar Heroes onto the SNES there would be no way. See those bosses?, on the SNES they would slow way down, that movement requires sooo much computation. It could only be done on the Sega hardware.

Q:How many colors do you have on screen in Gunstar?

A: Actually there are 64, but we can make it look like much more by adding shadow and lighting effects etc....When you look at Sonic or Gunstar you would think that they display more than 64 colors, but they don't, we just make it look like more.In my opinion the color looks as good as the SNES. We can also make it appear that 3 to 4 screens are present, although you can supposedly only display 2 (background and foreground)at once, as I said the hardware is very easy to work with. All things considered, the 68000 is a very good

CPU allowing room for experimentation while the SNES hardware limits you to there design standards. Scaling & rotation can be implemented in the Sega software, forget it on the SNES.

Q: Do you have any plans for CD-ROM?

A: Right now there aren't that many systems out there, but we are interested in this new hardware. There are no plans now , but perhaps in a year. But then again, 32 bit is on the way.....

Q:Actually, that was my next question. Talk of Segas 32bit Saturn project is all over our offices, what have you heard?

A:All I can say is that it's coming next year and I am looking forward to it. I am more interested in developing 32bit than CD-ROM.

Q:Since we're on the subject of 32bit, how about 3DO, will you be developing games for it?

A:So far we have no plans, at this time we do not have enough employees to start on a new format. we just finished our first Sega title and we have allot of ideas left over. You see, if you instantly follow new hardware, a games substance will be neglected. For instance, 32bit will have incredible graphics and fluid full motion etc..., this has nothing to do with game substance, it is only cosmetics. We will take 16 bit Sega to its limits, than pursue 32 bit.

Q:Do you consider the US market when you decide on a project?

A: Of course! Sega is bigger in the US than in Japan, so we absolutely consider it.

Q: How long did it take to develop Gunstar Heroes?

A: We had the idea, then waited 3 months for our development system. From that point it took seven months.

Q: Were all 18 staff members involved?

A: No not everyone, we divided into 2 teams, one for Gunstar and one for our Mc Donalds game. At that time we had 12 people so six went to each; 2 designers, 2 programmers and 2 sound people. We worked with a vengeance!

Q: Gunstar is 8meg, did you compress it?

A: Yes, allot. It is actually over16meg, play to the end and you'll see what I mean.

Q: How is the game going over in Japan?

A: Great! as an original game we rank 4th in the Major Japanese magazines as the most wanted game, behind Street Fighter 2, Shining Force 2 and Virtua Racing.

Q: If you were to rate this game, what would you give it?

A: There are things we have left over, so I would say 80%. If I give it 100% that would mean we could never top it, but we can!

Q: Are you thinking about a sequel?

A: I wouldn't say no, but not really.

Q: Your next release is Mc Donalds. Why did you pick this character?

A: we didn't, its for Sega.

Q: How is it?

A: I think it's excellent.

Q: OK, last two questions. Is there any comment you would like to make about this industry?

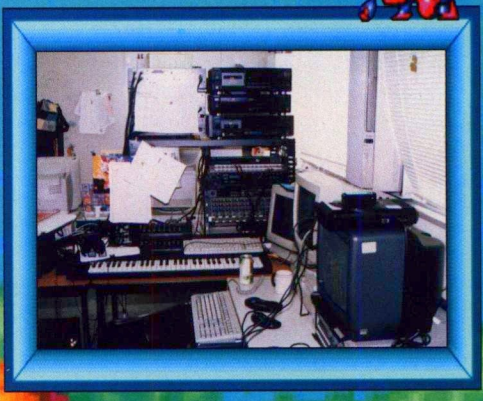
A: Yes, lately all I see are sequels, or translations of popular arcade games. It is really sad. Consumers are in pursuit of quality and original game designs, but not many third parties are doing them.

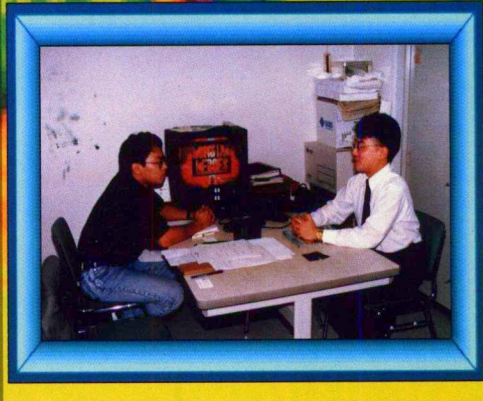
We are going to develop original games only! To sum it up, we present ourselves a challenge to do new things in the action platform category' we would like to be the company that makes the Sega Genesis and Mega Drive number 1. We will think of a what would be the most fun, and then develop it.

Q:Any word for the US consumer?

A: We'll be making stupendous games like Gunstar Heroes, so please take care of Treasure!

Game Fan: Thank you very much for everything and good luck!





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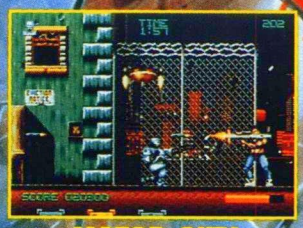
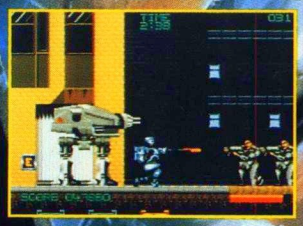


MOTOR CITY SHOWDOWN!

BLAST OCP'S FLYING DROIDS.



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Mail to: Captain America Sweepstakes, c/o The Software Toolworks, P.O. Box 6139, Novato CA, 94949. Deadline 3/1/94. Drawing 3/31/94

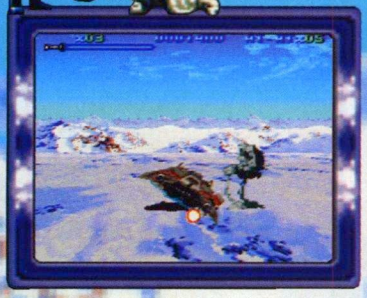
Official Rules 1) No Purchase Required. One entry per person. 2) To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age and the words "Captain America Sweepstakes" on a 3" x 5" piece of paper. Mail your entry to The Software Toolworks, Captain America Sweepstakes, P.O. Box 6139, Novato, CA 94949. All entries must be postmarked no later than March 1, 1994. All entries become the exclusive property of The Software Toolworks. Not responsible for late, lost, mutilated, or misdirected mail. 3) The sweepstakes is sponsored by Mindscape, Inc. A Software Toolworks Company, and is open to U.S. residents excluding employees (and their immediate families) of Mindscape, The Software Toolworks, their subsidiaries, affiliates, and agencies. Not sponsored by Nintendo or Marvel Entertainment Group. 4) Prizes and their approximate retail values are (1) Grand Prize Captain America and the Avengers Arcade Game ($3,000); (10) First Prizes: Captain America Embroidered Jean Jacket ($150 ea.); (25) Second Prizes: Captain America T-Shirt ($25 ea); (100) Third Prizes: Captain America Cap ($15 ea). Total retail value of all prizes $6,625. Chances of winning are determined by total number of valid entries received. 5) Winners will be randomly drawn on or about March 31, 1994 and will notified by mail. All prizes will be awarded. Judges decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of the winners. Grand Prize winner (or parent or legal guardian) must sign an affidavit of eligibility and publicity/liability release which must be returned and received within 21 days of the date mailed to potential winner or alternate winners will be selected. For a list of winners, send a self-addressed, stamped envelope to The Software Toolworks, Captain America Sweepstakes Winners, 60 Leveroni Court, Novato, CA 94949. Requests must be received before April 30, 1994. 6) Void where prohibited. All federal, state and local laws and regulations apply. Acceptance of prize constitutes permission to use winners names and likeness for publicity purposes without additional compensation or permission.

PLANET SNES

SUPER STAR WARS THE EMPIRE STRIKES BACK

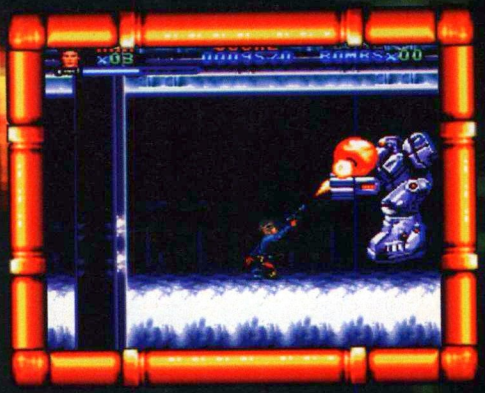
JVC · 1 PLAYER · 12 MEG · AVAIL NOV.

Released late last year just in time for the all important Christmas selling season, Super Star Wars proved to be an instant superstar(or so to speak) instantly showing up on Game Fan's Most Wanted and subsequently, it remained on our Top Ten for many months. around the



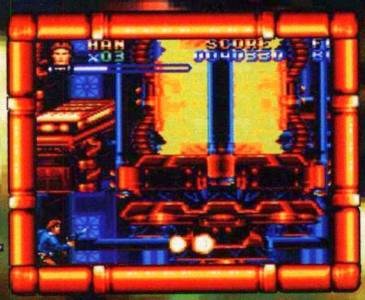
offices of Game Fan, Super Star Wars proved to be one of our favorite SNES titles, would this new adventure live up to the first?

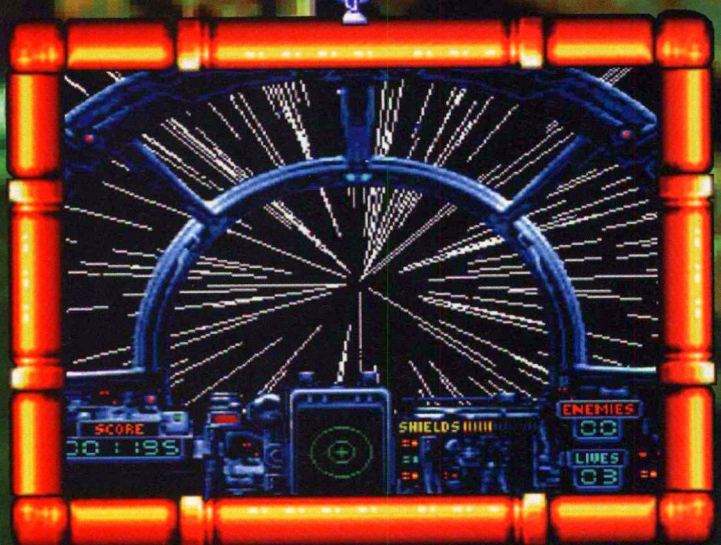
In came Super Empire Strikes Back and I breathed a sigh of relief....it does. You can still take on the role of either Luke skywalker, Han Solo, or Chewbacca who all look and feel just like the real thing, so all you



Star Wars fans can rest easy because other than the basic gameplay , everything here is new.

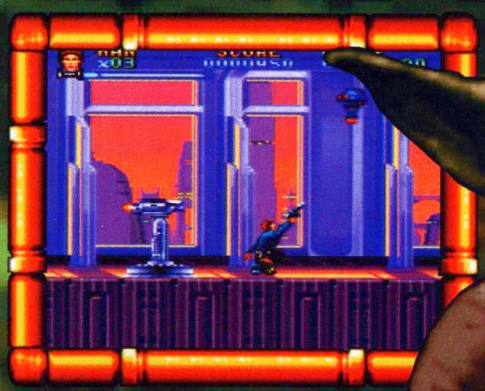
You start off as Luke on the ice planet hoth where you'll get to ride your tauntaun, fly your snow speeder to destroy imperial AT-AT walkers mode 7 style and play as Han, fighting imperial thugs inside the rebel base. Then it's off to see your pal Land Calrissian (traitor) at the cloud city, but not before taking some Tie Fighter target practice through the asteroid field.....meanwhile, back on the degobah ranch,

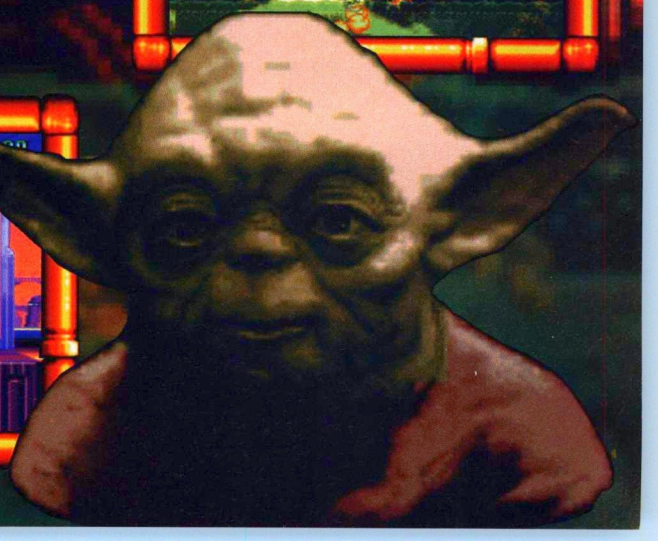




you find Yoda.He teaches you the force and gives you some serious pumpitude,then as you know, its off to battle the evil Darth Vader (he's still evil since you dont know he's your Dad yet) at the cloud city and....well you know the rest, this is just a preview after all. What I can tell you is that this game has incredibly long levels and a difficulty level that had some of us scratching our heads and Kid Fantastic in tears. For an in-depth look at Empire look for a full review in next months Game Fan.

- K.LEE





ActRaiser 2

This is a given.....everyone loved Act Raiser, and ever since the first time you played it you have wanted a sequel. Now that time has come. Act Raiser 2 should be just weeks away by the time you read this, here's what you can excpect. Like part one ,Yuzo Koshiro is back for the musical score except this time he's really gone overboard on the classical thing. The music is of course incredible but definently on the serious side ,Yuzo is into drama. Graphically AR2 is beautiful with soft shaded color , transparencies, and mode 7 effects typical of Enix , a company obviously committed to quality. Act Raiser himself has been totally reworked with new Angel like wings, muscular definition and a double jump, to say the least the new character is excellent. It may take you a while to master all his moves but once you do you will thoroughly enjoy his new features. This new adventure is all action....serious action. The levels are all huge and aren't at all linear, most of the time you will need to find

your way out and the tough enemies don't make that to easy, they are many, and they want you dead. Also impressive are the new bosses that are drawn incredibly and are all totally different, each requiring a certain strategy , no deja vu included, it's tough to get to each one, but as with the original it is worth it all the way. You will no doubt find yourself pounding away for hours as we did, desperate to see the next level each time you clear the last, it's way addicting. all of us remember those incredible early days of the SNES.....Act raiser, Ghouls & Ghosts, Castlevania...ahhh the memories, Act Raiser 2 is a return to those glorious days. I hope more games of this caliber will follow.

-E. Storm

SUNSOFT · 1 PLAYER · 8 MEG · NOW

AERO THE ACRO-BAT

Those folks at Sunsoft are clever...fiendishly clever. From the first minute you play Aero the Acrobat, it's got you. From Circus World to Museum World, Aero will take you on a 25 level journey filled with thrills, chills and spills unlike any that you've ever experienced in a video game.

To anyone who has played video games for any extended period of time, AA is a fresh, exciting game that offers some of the best, most intricate game design that I've ever had the pleasure of witnessing and playing. It is not fair to call it an action/platform game or any other definition that would limit the style and impact of this title. The play mechanics used in Aero defy any pigeon holing of the game. It is, simply put, the most well thought out, addictive, action game that I have played. Here's why...

You know that extremely irritating feeling you get when a game is too difficult? Or how cheated you feel when a game is too easy? There is a gray area in between these two that is the key to great game design. How do you make a game challenging without making it too difficult? The way most development teams address this problem is to allow you to select the difficulty level in the game. Sunsoft has taken a more direct approach. They have attempted to achieve the perfect blend of challenge and playability. There are no player options and there are no difficulty settings. Every player will be left to his/her own cunning, ingenuity, memory and hand-eye skills (and 3 continues).

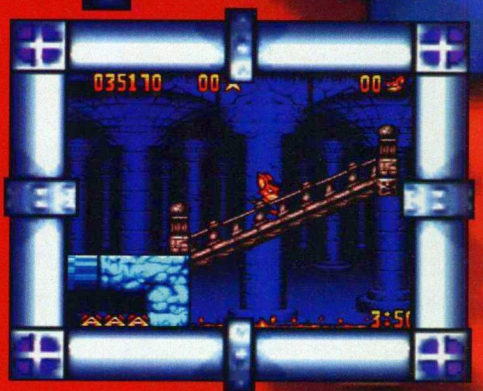
Believe me...all of these skills will be required. The design team has taken an almost fanatical approach to the placement of objects and enemies. Nothing is wasted. When you see an enemy in a certain area of the game (clowns, for example), it is there for a reason and they have their own intelligence (you'll find this out when trying to bop a sliding clown). This game is like a great action movie, it has you on the edge of your seat from beginning to end. You will kick, scream, loogie on the dog and do things to your

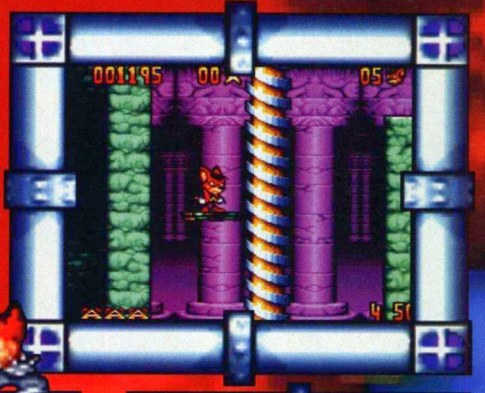
controller that the manufacturer never conceived of while playing Aero...not out of frustration, because the control and play mechanics are perfect, but because you will feel like you've got it wired...so close to the end of the level that you can feel it, and then... you get cocky, moving too fast, and you're fried!

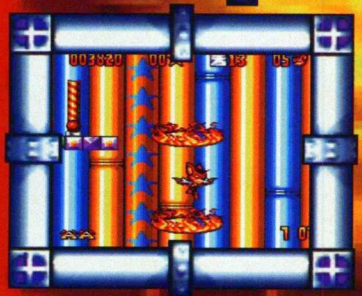
Then, there's the music. Aero the Acrobat turns your SNES into a carillon. From the title screen on, your ears are in for a treat. Again, quality programming and attention to detail has made the difference. In a game like Aero, it is very easy for the background music to become repetitive...you get stuck in one level, can't make your way out and you've heard the same eight bars for the past 1/2 hour, that is why most games have the old music on-off option. With Aero, however, the designers and composers have paid attention to this and have varied the tracks, beat and instrumentation enough to where, after countless hours of playing, I still love the music and have never even thought about switching it off (even if I did, you can't).

The character animation shows a similar attention to detail, with facial expressions, balancing acts and high dives that all combine to give Aero a personality that's right up there with Sonic and Mario in that rarefied air that exists only for gaming legends.

-Talko







Asterix

Europe's most famous cartoon character, Asterix, has made his way stateside in a side scrolling action format. Asterix is a Gaul, and it just so happens that the filthy romans want to invade Gaul and muck up the works by introducing barbaric stuff like plumbing and medicine. Asterix will have none of this. Now to make things worse those stinking Romans have gone and kidnapped Asterix's bestest buddy Obelix , the rest is pretty self explanatory, you know , jump over gaps, kill bad guys with a knife and collect shiny gold coins.
There is also an assortment of special goodies to grab like extra life, invincibility and secret potions. Graphically Asterix delivers with a good comic book look and the music is decent as well,so although nothing new Asterix is a good title in this category, especially when compared to the likes of Waynes World and other such goo that has appeared recently on the SNES, so if your into Vikings and the such you might want to give it a look.

-E Storm

ELECTRO BRAIN · 1 PLAYER · 8 MEG · AVAIL OCT

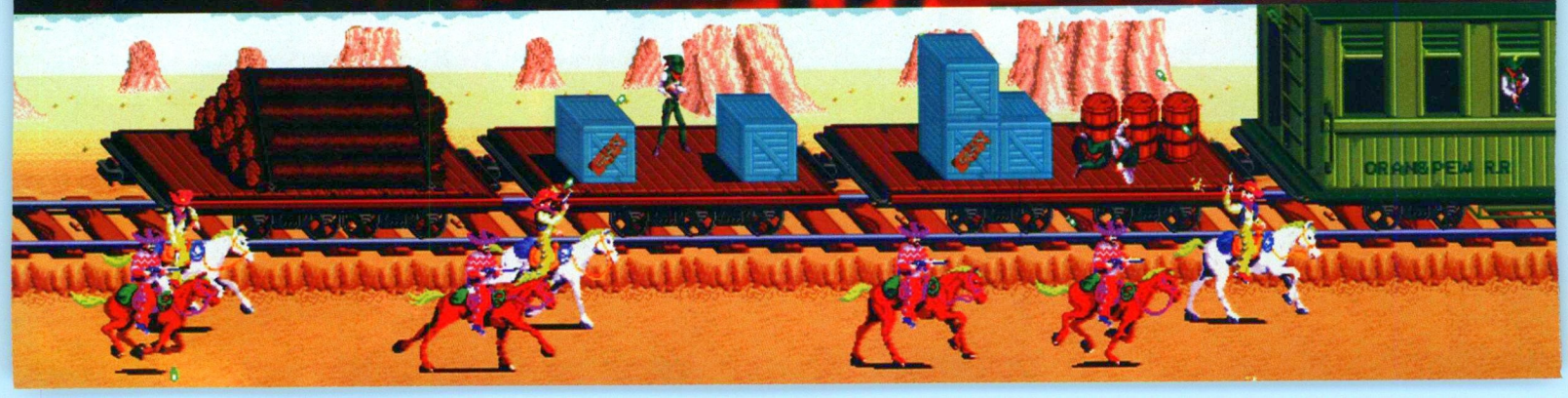
SUNSET RIDERS

Y'all sit right back en ill tell yuz all about a bran spankin new Konami game thits better en a clean pair a shorts after a long ride! Its Sunset Riders for that there Super NES.

OK Clemen, I'll take it from here. Yes, fans of the awesome coin-op Sunset Riders, will not be disappointed with this nearly exact translation to the Super NES. This aint no Genesis game partner, I gotta stop that. Happily, when we plugged in Riders for the first time, there was the arcade demo for all to see, along with great music. If you're not familiar with Sunset Riders here's the lowdown. You assume the role

of one (or two in 2 player mode) of four peacemakers, Billy or Steve, who pack pistols, or Bob and Cormano, who dawn sawed off shotguns. The shotguns prove much more effective as the shots spread out more , and when you're dodging bullets you need all the range you can get. Your job is to bring in 5 wanted criminals, dead or alive, to do this

you'll pass through hostile towns, wander across prairies dodging cattle, ride on horse back battling covered wagons, journey through Indian territory, fight on and around moving trains and ultimately make your way to the final showdown at the mountain fortress. The secret to success here is number one, quick shooting and masterful bullet dodging and number two, learning the bosses attack patterns, especially Chief Scalpen and the Smith Bros., these dudes are tough.



The graphics in Sunset riders are excellent in both the backgrounds and the characters,(I do however question the choice of colors on the main characters though,..green pants and pink ponchos?) and the music is excellent, with trademark Konami sounds laced throughout.

Yep, this is another winner from the big K, for the SNES. Next up is tournament fighters for both formats and the eagerly anticipated Castlevania Bloodlines for Genesis. I can hardly wait.

-E. Storm

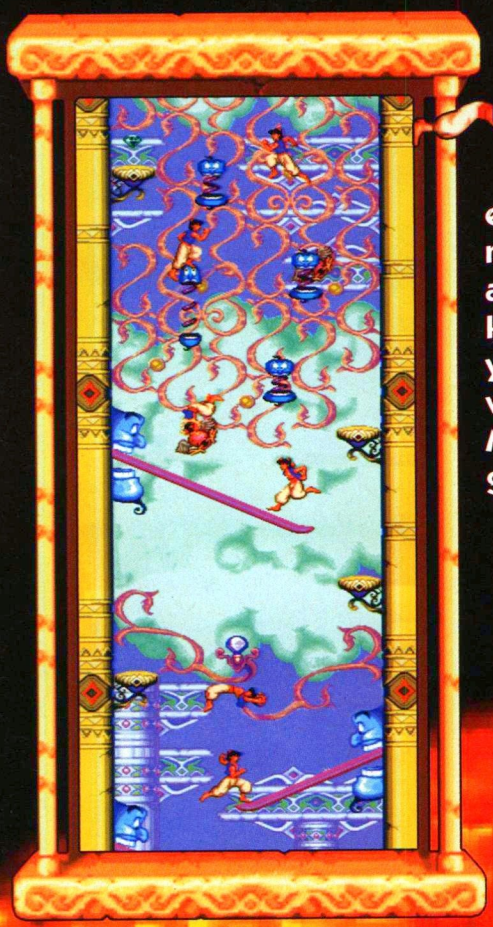
HUDSON · 1 PLAYER · 8 MEG · OCT

A few years ago, DIC (a cartoon animation studio) created a funky little half Inspector Cleausau, half cyborg cartoon character named Inspector Gadget. He would later become one of the more popular TV cartoon characers on television. Now, thanks to Hudson Soft, Inspector gadget is ready to make his debut on the SNES. Your mission is to rescue your young neice, Penny, who was abducted by Dr. Claw's M.A.D. thugs and taken back to his headquarters. You will receive instructions from Chief Quimby along the way as well as some help from Penny's pet dog, Brain. If all goes well, Gadget will save Penny and defeat the evil Dr. Claw but, as we all know, nothing ever goes according to plan with Inspector Gadget. Now, you could dismiss this game as just another action platform but, although this is not a candidate for game of the year, the game does have some potential (and if you don't believe me, take a quick look at these screen shots... not bad, eh?). Look for Inspector Gadget and his gang to make another appearance in a future issue of Game Fan. -K. LEE

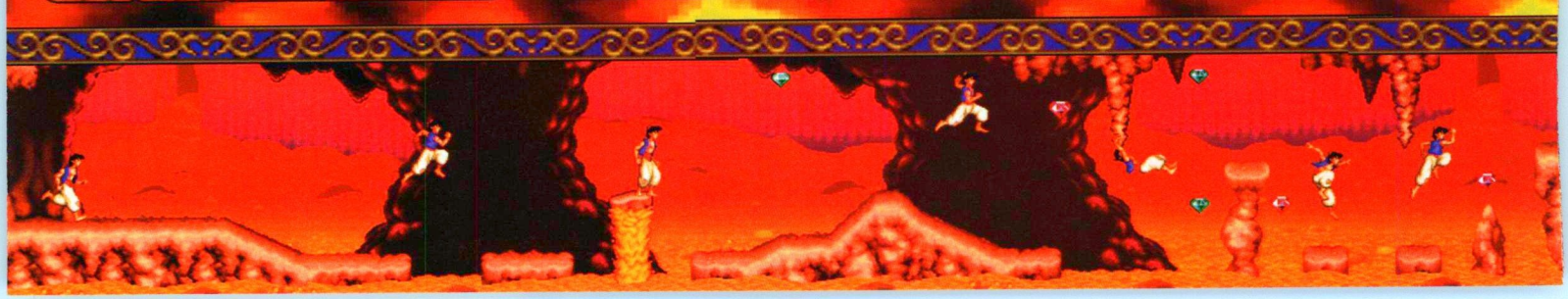
CAPCOM • 1 PLAYER • 10 MEG • OCT.

Disney's Aladdin

Welcome back to the magic of another Capcom animated cartoon action game. This time out it's seven levels filled with great animation, masterful artwork and trademark Capcom music in Disney's Aladdin. To answer the obvious question, no, this is not the same game as the Sega version, it is a totally original Capcom title. Aladdin's movements in the game create a unique blend of action platform jumping, arcade style action and Prince of Persia type character interaction as your character can jump, hang and lift himself over ledges, float through the air with the aid of his sash, bounce on palace guards and other objects or through



produce. The huge levels are layed out and colored beautifully and place a huge emphasis on varying play mechanics, no two levels are alike so you never know what to expect and your always presented with a new challenge. Musically, of course the game delivers



big time with quality renditions of "You Ain't Never Had a Friend Like Me" and other familiar tunes from the movie soundtrack. Capcoms rendition of Aladdin is a big surprise, we all play SF2 so much we forget that these are the premiere action platform specialists for the SNES.

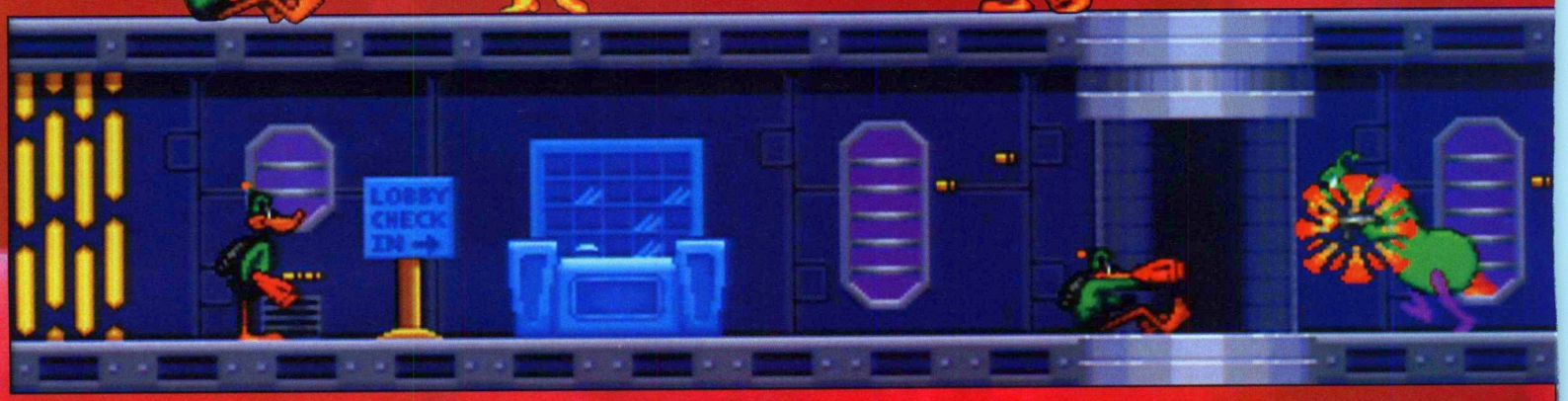
After Aladdin I am confident that the upcoming Mega Man X will be one of the top action titles of the year, a game where they are sure to pull out all the stops. But until then Aladdin should keep you busy. -E Storm

SUNSOFT · 1 PLAYER · 8 MEG · TBA

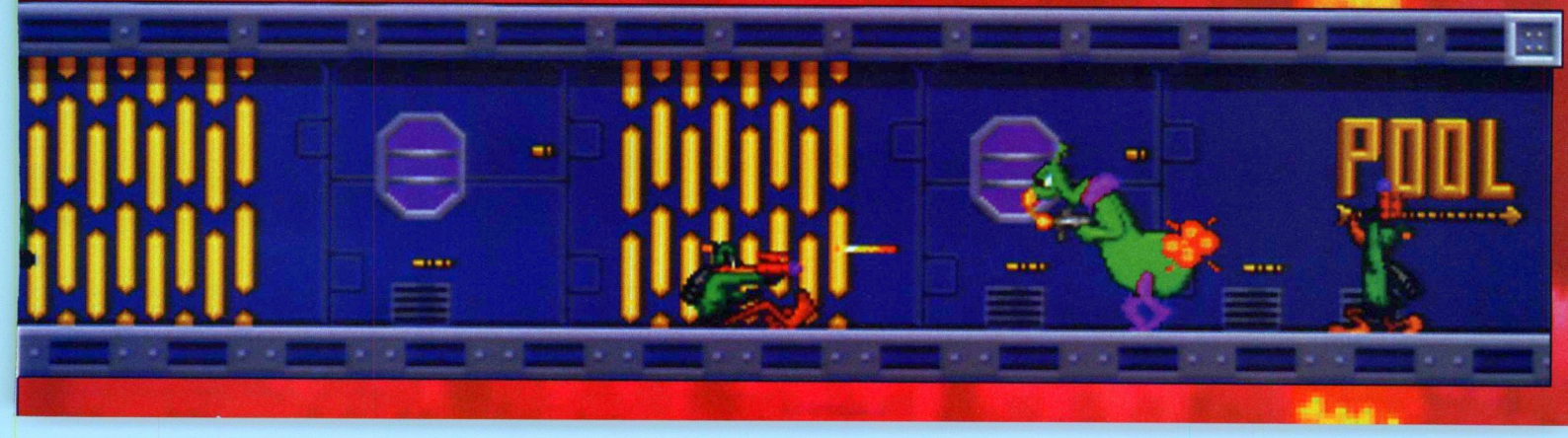
Daffy Duck

THE MARVIN MISSIONS

Welcome to another Warner Bros. cartoon/game, now that we've all put Wily Coyote in his place , it's time to teach Marvin the Martian a lesson he wont soon forget , and who better to use as our tool of destruction than Daffy Duck, with a jet pack no less.....Its Duck Dodgers !! After receiving your mission ,which tells you the planets size like "big", its type , and its atmosphere, like"quaint" (a little humor there) and what Marvin is up to, its off to save the politician's that Marvin has abducted. You'll chase Marvin from planet to planet and finally confront him on his own turf for the final showdown.During your travels you will encounter fire , water , tricky mazes and lots of enemies right out of the cartoon. The graphics in Duck Dodgers are excellent and like Death Valley Rally mimic the cartoon perfectly and there's no slow down or flicker present.



Control wise Daffy suffers from the same "floating" problem the Road Runner did, so it is once again going to take some time to master the controls. Also, when Daffy shoots he skids backwards on his butt, although this is built into the game it still takes some time to get used to, be careful not to butt skid off a cliff or into a fire pit.Once these control functions are mastered you will undoubtedly find this game quite entertaining, especially when Daffy takes a hit and whimpers "Mother", we walked around mimicking that one for a couple days.When all is said and done Duck Dodgers adds up to be an entertaining but a tad mild action/cartoon excursion that veteran gamers may find a bit lite but the younger set will thoroughly enjoy. -Takara



The Ren & Stimpy Show

VeeDiots!

THQ
ACTION
1 PLAYER
8 MEG
AVAIL. OCT.

I THINK WE FOUND OUR NICHE!

If there has ever been a cartoon to video game translation that I hoped would be good, this is it. Ren & Stimpy is my favorite TV show, in fact besides Married With Children, David Letterman and HBO, it's all I watch.....TV bites, I play video games.

Beleive it or not, THQ and Grey Matter have come through with a good playable translation of the cartoon, with Veediots!

In level one,"The Boy Who Cried Rat!" Ren & Stimpy are broke as usual and looking for that happy, happy feeling that only MONEY can bring, when Stimpy comes up with the brilliant idea of dressing Ren up like a mouse, then charging money to pretend to exterminate him(just like the episode) In this level , you must first trek across the living room avoiding mousetraps, grabbing and tossing items like pictures, vases and logs at Stimpy, while making use of fans and spinning clocks to hurl you forward. The control on Ren is good with nice walking animation and easy control and the artwork here is straight out of the cartoon. Once you get to the end of the room, you'll notice Stimpy reading a newspaper, except it has a whole in it and his big ugly tongue is hangin out...mouth open wide, and of course.....Ren walks

right in. The jumpin journey through Stimpy's mouth is a gross one, with falling teeth, bad breath and tooth beavers to avoid. Hit a nerve and it's by by Ren, as you get chomped and flattened by Stimpy's brown teeth.

The whole game is like this, mimicking a new episode in each level.

From here you go to five levels basic training with Ren, seven levels of Stimpy's Invention with Stimpy and then four levels of Marooned(which features mode 7 rotation) with Stimpy again. Each level is majorly challenging but fun enough to keep you continuing, with cool voice and lots of gags. Yep, it's a pretty good game, in spots it's to hard and it could have had a better ending but overall Veediots! was a pleasant experience with my two favorite TV pals.

DREAM TV

TRIFFIX
ACTION/PZL
1-2 PLAYER
8 MEG
AVAIL. SEPT.

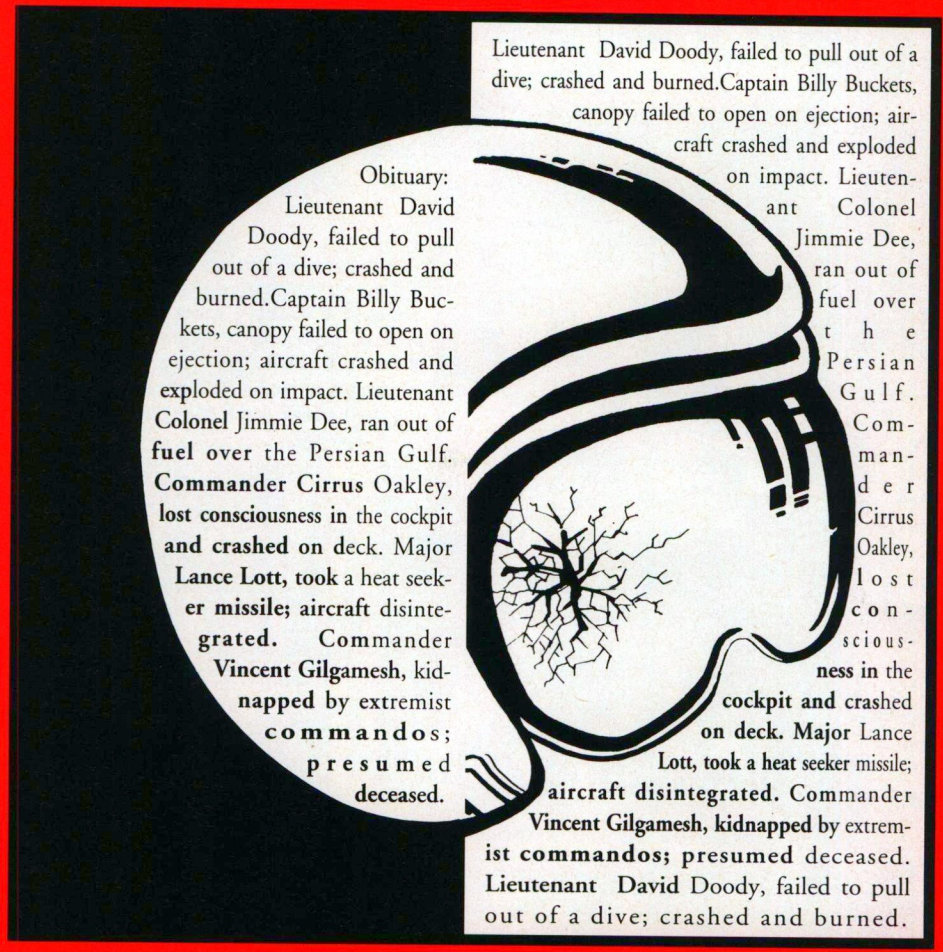
About 4 CES's ago as I wandered past the booth's I noticed a very interesting game. It had smooth animation, a well-drawn character and good music. Now some two years later here it is at game fan in my SNES all ready for a nice little preview. Theirs just one problem, this is not the game that I saw back at the show way back when, the smooth animation is gone and the character is drawn allot differently with fewer frames of animation and he now must drag along an annoying friend on his adventure. What happened to this game ? Somewhere between then and now things got really screwed up.

The game starts out with you , I guess in a dream , looking for 9 pieces of a puzzle in order to escape the miserable first level which is filled with teeny tiny little annoying characters , some of whom are indestructible and just keep pouring out of nowhere and further cause you to think about throwing your controller under a fast moving buick. You see , everything is divided into split screen perspective when your two characters are split from the same screen , so you must highlight the character you want to use and leave the other behind ,then progress and move the other guy up. If this sounds like fun , you must really be into the professional bowling tour. One of the problems with this is that if you leave your buddy in a place where the annoying repeated spiked balls from nowhere roll out , they will damage him even though he is inactive, so you've to park it (in a safe place)and go move him ,and so on and so on.

To make matters worse , you have to control two little kids , faceless , expressionless wittle kids , making this a game for toddlers in the first place , if your over twelve and bought this one , you've made a big mistake ... Maybe level two will be better, huh , what's this, a puzzle ? Yep, its a puzzle, now I've got to bop and jump until all these little cubes have matching designs..... what fun !! and once I've completed that amazing task I get to attempt more impossible jumps and confront more puny sprites! more fun . My advice on this title would be for Triffix to go back to the original formula and delay this title as Nintendo simply can not afford yet another dud to hit the shelves.

WANTED:

Replacement Pilot For Stealth-On-Stealth Mission.



Whether you're a top gun or an air bum, Lock On puts you on target. Fly intercept missions in the flashy F-14 Tomcat, super fast Tornado or stealth-enhanced FS-X. Blast tanks and ground installations in a A-10 Thunderbolt. Not for those who want to fly the friendly skies!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER NINTENDO PREVIEWS

Ocean's Jurassic Park for the SNES incorporates both over head action and 3D shooting. The 3D shooting sections include both Raptors and Spitters and outside the scenery moves smoothly in eight directions. The graphics, game play and music are all excellent. This one will finally do the movie justice!

Sunsoft is making quite a name for themselves with the Warner Bros. line of interactive cartoons, but you haven't seen anything yet. Bugs Bunny's Rabbit Rampage features animation so real you'll think your playing a cartoon and great gameplay to match. Its about time Bugs got his own game, look for it this November.

How lucky can we get? It's another great Battletoads game, except this time you can choose the Battletoads characters or the Double Dragon characters. Either way you'll be fighting characters from both games. Of course where their are toads there are line scrolls, gobbs of play mechanics and awesome tunes. We'll review Tradewest's Battletoads Double Dragon next month.

Action adventure players should be thrilled with BulletProof's "Obitus", a first person and side scrolling action adventure that features incredibly smooth hardware scaling. Explore castles and labyrinths and battle hideous beasts within two unique veiwpoints. prepare for a full reveiw next month.

ART OF FIGHTING

Takara's 16 meg Art of Fighting is finally complete and is set for a November release. Somehow they managed to keep the scaling effects in tact without stopping the action. The music and voice is exact to the Neo Geo version in many places, and the graphics look surprisingly close. One of the best SNES fighters is on the way!

Daffy Duck is a registered Duck © Warner Bros.

MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a hot new game: PAC-ATTACK™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!

- Three modes of play:
  - One player!
  - Two player head-to-head munch fest!
  - 100 level puzzle game!
- Smoking sound track!
- Cool graphics

Go Head-to-Head with friend in 2-player mode!

Line 'em up! Chow 'em down!

Munch Fest!

Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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namco®

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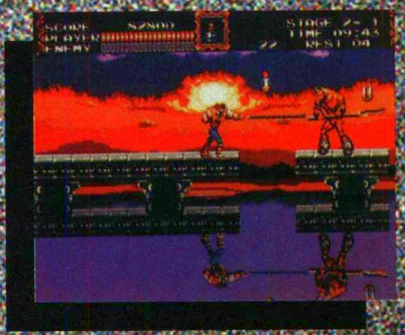
E. STORM'S IMPORT UPDATE

Welcome to the all new expanded E Storm Import Update, the place to be for the newest game information from Japan. Since much of the quality product we play comes from our friends in Japan we feel this section deserves more attention, and judging by your letters, so do you. So here's the latest for the Mega Drive & Mega CD, two systems that are becoming increasingly popular overseas now that the quality has come back to Sega, expect big things from SOJ in the months to come, and a big 32 bit surprise next year! See you next month. E Storm



Konami's Vampire Killer, known here as Castlevania Bloodlines is progressing well and looking as horrific as ever. Konami's commitment to quality Sega titles is impressive, they just keep coming! Bloodlines is etched in stone for November.

Ya!! T.M.N.T. Tournament Fighters by Konami for the Mega Drive/Genesis features twice the carnage of the SNES version, has a much darker cast of characters and has some of the radest moves I have ever seen. Witness the carnage this November!

The Mega CD version of Might and Magic 3 is set for a November release in Japan. But Kei managed to get a hold of one so you will see it right here next month.

Panorama Cotton by Success was a big surprise. For a cartridge the scaling is very fast and smooth and the gameplay is reminiscent of Night Striker. Shooter fans should track down this 16 meg import later this year.

© Konami/Taito/Cri/E. Storm

Go Go Dodgeball

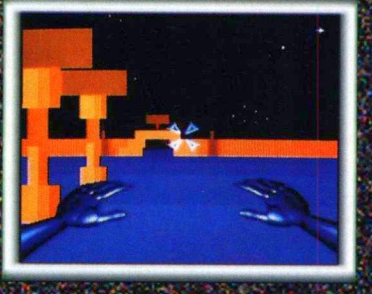
Goal! Two

Goemon 2

Twin Bee

Rushing Beat 3

Cotton



Lawnmower Man

Super Chinese World 2

Ranma 1/2 - RPG

Sengoku

Shein

Sword Maniac

Gundam - Rainbow Valley

Ninja Warriors

Brain Road

Joe & Mac 3

Could this be a fighter like Dark Edge that you can play at home? That's exactly what it is. This is Bastard by Cobra team, the new 12 meg fighter that takes place in a fully functional 3D environment. This innovative new title was one of the biggest surprises in Space World.

Known for last year's popular "King of Rally", Meldac's newest mode 7 racing game looks even better. We will have more on Astro Go! Go! next

Battle Masters

Tetris Battle Gaiden

SoulBlazer 2

Zoku

Zeque

Wolfenstien 3D

Lethal Enforcers

Fist of the North Star 7

Y's 4 - Mask of the Sun

Suzuka 8 Hours

Undercover Cops

Fatal Fury 2

Bases Loaded 3

Trinea

"Not since Zelda and Soul Blazer has there been an action RPG like Shadowrun!"
— DieHard Game Fan, June 1993

"Shadowrun is the best reason to buy an SNES."
— Video Games & Computer Entertainment, May 1993

"Shadowrun could be Super Nintendo's best game yet. I literally couldn't put the controller down!"
— Game Informer, May/June 1993

SUPER NINTENDO ENTERTAINMENT SYSTEM

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GAME FAN SPORTS

INSIDE:

BURN RUBBER!
DOMARK'S F1 GRAND PRIX

MADDEN MADNESS...
A PREVIEW OF MADDEN FOOTBALL FRIDAY

ALSO INSIDE:

TECMO'S ROAD TO THE SUPER BOWL...
EXCLUSIVE PREVIEW OF TECMO'S SUPER BOWL FOR THE GENESIS

GAME FAN SPORTS INTERVIEWS ANDRE AGASSI, A SNEAK PEAK AT ESPN'S SUNDAY NIGHT FOOTBALL, TALKO TALK, PLAY IN PROGRESS

SPORTS ILLUSTRATED FOOTBALL/BASEBALL, MONTANA CD AND MORE...

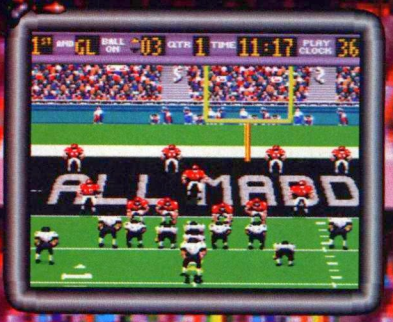
TALKO TALK

Welcome to the second edition of Game Fan Sports. Your response has been outstanding and we hope to be able to implement your suggestions and grow bigger and better over the next few months...big sigh of relief in Los Angeles as the "Great One" signs up for one more year. Look for the Kings to make another run at the cup next season...Speaking of runs, we're in the stretch run toward the pennant and things are heating up in the National League West. The Giants are doing their June swoon a little late this year...August to be exact. pitching help is on the way and Giants fans are hoping that when they read this, they will have beaten back Atlanta's last minute run and have the west locked-up...Geesh, tough time to be a Washington alum, eh? The NCAA is taking their chain saws to the AD's office and the "Genius" from lily-white Stanford is sure that the players were getting paid to hold ritualistic torturing of PAC-10 mascots which, of course, they didn't show up for...Sad news about the Boston Celtics' Reggie Lewis, but I've seen it too many times. A player wants to play...period and, sooner or later, he's going to find some quack(s) that will tell him it's OK to play. I'd hate to be that guy's insurance agent right now. In the meantime, Reggie's family, his teammates and friends have lost a loved one way too soon...Football season starts for real next week. Montana looks great, but that KC offensive line looks like cheese of the Swiss variety. Joe, we'll keep our fingers crossed...Al Davis has finally given Marinovich the heave, guess his five yard flutterballs weren't gonna work in Mr. Pride and Poise's vertical stretch...Lastly, many people are looking to Houston to go to the Super Bowl this year but, if pre-season was any indication, they may just be near the top of the weaker conference. My money is on whoever wins the NFC. See you next month!

The long drought has ended, EA Sports has produced a SNES version of Madden worthy of the name; Madden NFL '94 and it is a humdinger!

Take everything you've thought about the SNES and the two previous Madden games and toss it out like a 15th round draft choice. With the exception of battery backed-up RAM and player statistics, the '94 SNES version of Madden has all of the goodies that the new Genesis version comes loaded with and it features some of the best scaling ever seen in Mode 7, 21 or 65 for that matter! In addition, it makes use of the new five player adapter, creating a totally new level of multi-player action in sports gaming; no more waiting your turn behind center, 5 teammates/opponents can mix it up and have a great time on a cold, dreary winter's day.

With all of the graphic and play feature improvements that have been made in Madden '94, it is the game play that really makes the difference in this year's game. Because of the improvements made in the point of view and the scrolling field, passing has become much more consistent and fair than in the earlier games. In fact, most of the time the passing windows are not necessary as you get a great view of your receivers from the full field view. You also have unprecedented control over your play calling and execution. One of the keys to success is making the right choices in your audible selection. If you mix a running, a short passing



and a Shotgun formation play, you should be covered for almost any defense your opponent can throw at you and they will bring it...hard!

The quality of the computer's defense is really the key to Madden NFL '94's success. In fact, for this review I pulled out the '93 version of Madden on Genesis which, in most gamers' opinions, is the best football game ever. That version can't touch the new Madden. The improvements are so wide spread that I quickly became bored with '93 and pushed it to the back of the archives at the Talko Hall of Fame. At the heart of what really separates '94 from '93 is the computer's intelligence and its play calling. If you have been skidding by using the crossing pass as your fail safe, forget it. The computer now reacts to all of your play calling tendencies and, if you make the mistake of assuming you can get away with using the same formations and sets, you will be throwing interceptions like Bubby Brister.

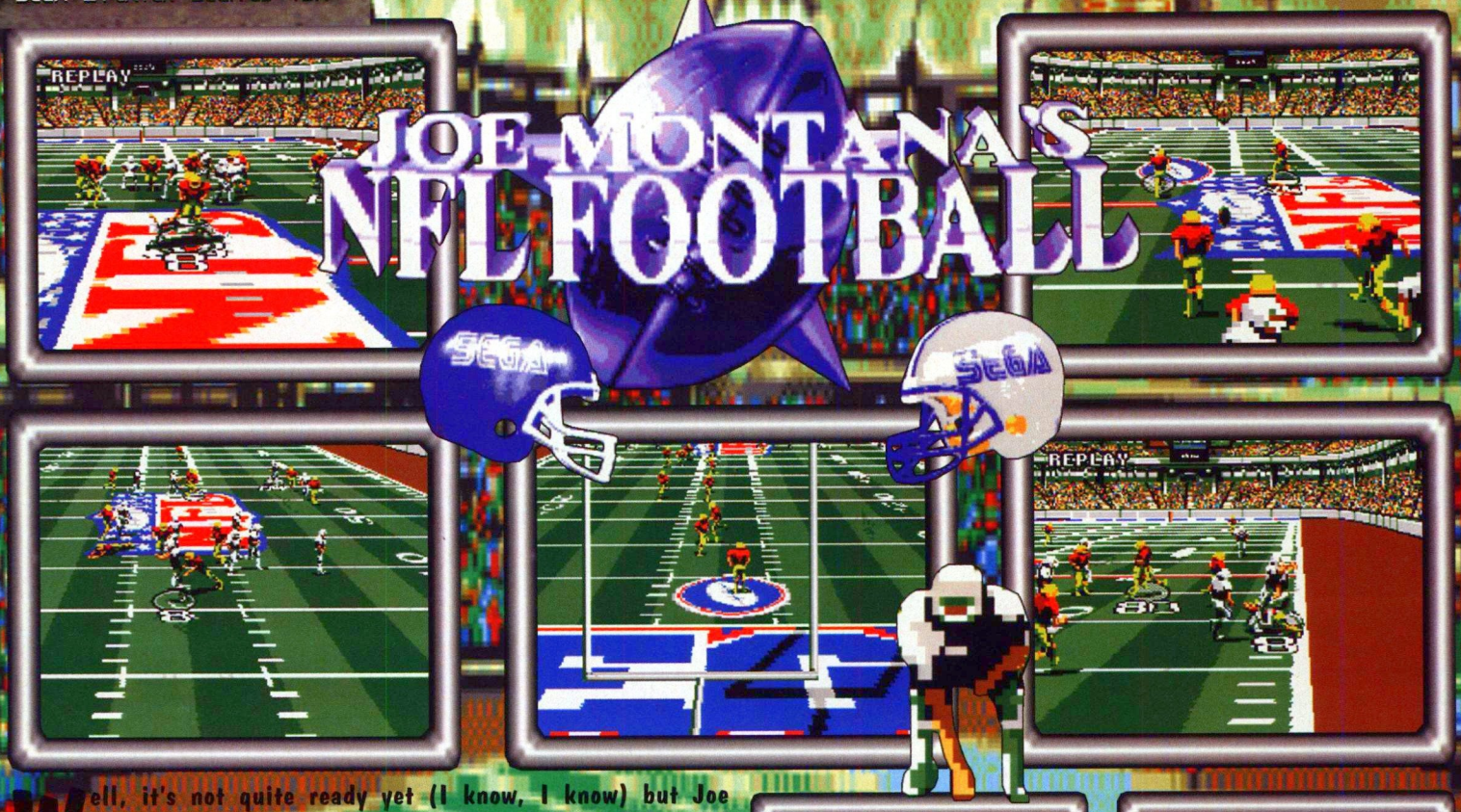
SNES football fans, you are in for a treat. Madden NFL '94 is the best in the business. The only negative I found while playing this game around the clock was that, in two player mode, the referees called pass interference much too often and without much accuracy. Other than that, Madden NFL '94 stands alone as the best sports title on the SNES.

-Talko

EA · 5 PLAYER · 8 MEG · NOV

SEGA · 2 PLAYER · SEGA CD · TBA

JOE MONTANA'S NFL FOOTBALL



Well, it's not quite ready yet (I know, I know) but Joe Montana NFL Football is making its way toward the goal line in the hope of being released some time this fall on Sega CD.

Since we last saw the game, the design team at Malibu and SOA have been working on the player animation, sound and voice and the play control in this new, scaling real time environment.

You haven't seen anything like this in a sports game before! The entire field and all of its contents scale, zoom and warp to coordinate with the type of play called. For example, when executing a running play the perspective will change so that your horizon line is above the players. This allows a good view of the movement of the line and shows you where holes are opening up in the defense. On passing plays, the perspective is lower to the ground, giving you a quarterback's view of the action so that you can read defenses better and hit the open receiver.

The game also features digitized tutorial footage of Montana that is available when calling a time-out and full play-by-play. The version of the game that we received, which is about 70% complete, had some of the voice samples in the game but, at this point, they were not used during play, only at the play calling screen to sum up the previous play. All of the NFL teams are represented in the game and there is league play with playoffs and Super Bowl that can be saved to the CD's memory.

We hope to have a reviewable copy of Montana CD shortly, so keep your eyes glued to Game Fan Sports for the latest on this ambitious title. In the mean time, we are hoping that Malibu and SOA can get the lead out and release this puppy. Come on guys, "If there's any fuel left, it's time to burn it"!

-Tako

Human BASE BALL

HUMAN · 2 PLAYER · 8 MEG · AVAIL NOW

There are two things that I never thought I would see again in a baseball game; players that have noodles for arms and throw the ball about 5' on the fly and outfielders that, in spite of being born with noodle arms, can throw a runner out after he has belted a liner to the wall. Thus, yet another Japanese baseball game is born, Human Baseball.

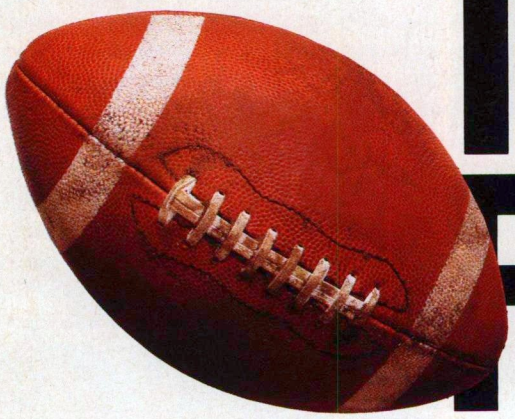
Don't turn the page too quickly, however, Human baseball is a good game. The development team at Human has used Mode 7 in this game to throw you into a real-time 3D ballpark environment. The effect is outstanding and it is the best use of Mode 7 in a sports title. The result of this graphic presentation is that the player has a much greater sense of actually playing the game and being on the field. In fact, if memory serves, this is the first baseball game where the ball, shadow and your fielder are all on the screen at once...at all times. There are four different stadiums to choose from and they all have unique features that make it fun to just sit down and watch that dinger go back, back, back...which brings me to another minor annoyance in the game. When are we going to get treated to a decent home run sequence on the SF/SNES? HB follows the ball into the stands (which are inhabited by strange, multi-colored, flat-headed people) and, as soon as the ball begins its downward arc, it disappears and the camera zooms back toward home plate...then the cartoon begins-dinka dinka dink...

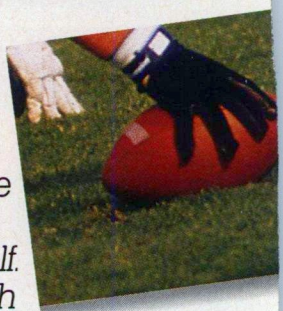
Human Baseball lets you play with all of the Japanese professional teams through an abbreviated pennant chase where you have to win to continue. The usual Japanese music is there (and it can't be turned off) along with the now infamous "outo" and "strikea" voice samples. The animation is stiff and jumpy but not bad when considering that they are being animated at the same time the field is scaling back and forth.

Human Baseball has its flaws, but it is an entertaining game that brings a new dimension to the baseball playing field. Even with the design problems in the game, I've been playing it for over two weeks now and I haven't tired of it yet, so you be the judge... If you can find the import, it's worth a play and you can expect that this title, in some form, will be picked up for American release. *- Talko*

AWESOME SCALING!

WHO'S NUMBER ONE IN COLLEGE FOOTBALL?



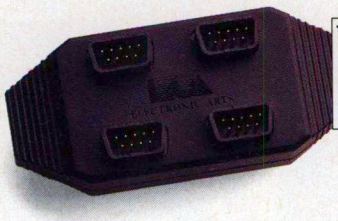


Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football.™

It's the game that lets you pit the best 24 teams from '92 against each other. Like Alabama, Miami, Washington, Florida, Michigan, Stanford, Georgia. And see who's in a class by itself.

Bill Walsh captures the character of the college game. The triple option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. Cheerleaders. It's all there.

You can even settle the question of who's the best college team of all time. Because the game also includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.



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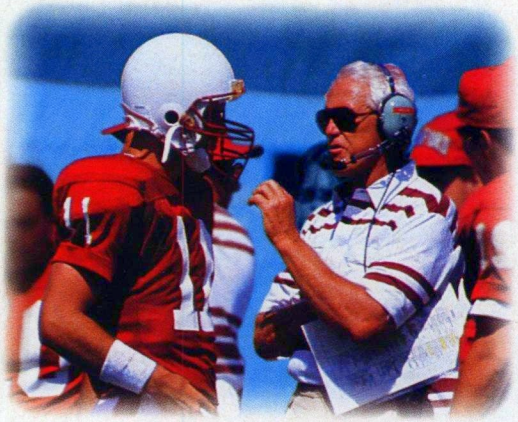
PRESENTS



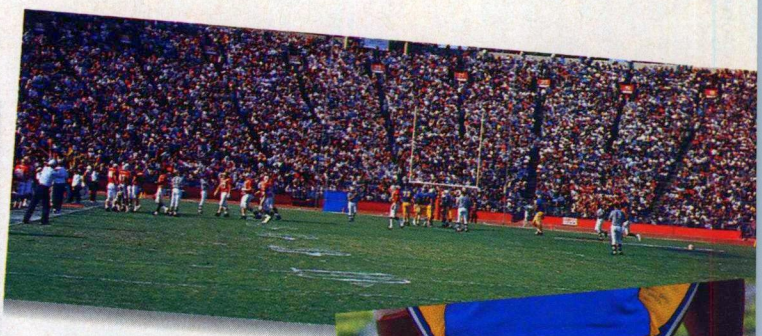
BILL WALSH COLLEGE FOOTBALL™

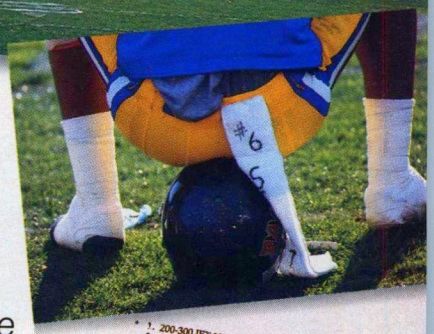
FROM THE DESIGNERS OF MADDEN FOOTBALL

BY JIM SIMMONS AND HIGH SCORE PRODUCTIONS

Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM

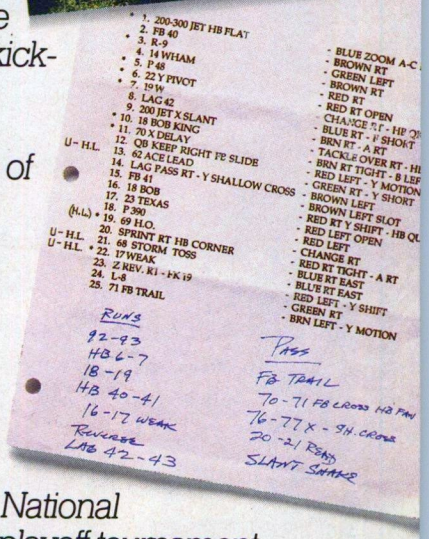
OFFICIAL SEGA SEAL OF QUALITY

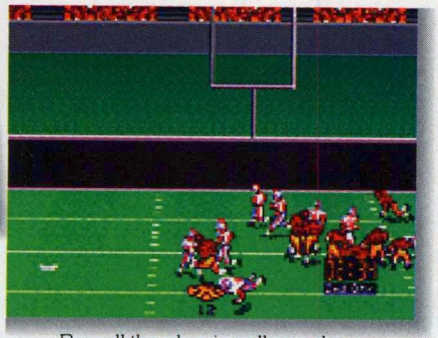




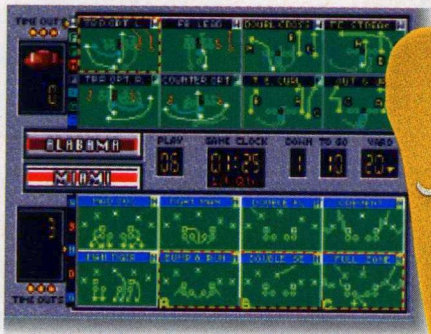
In designing this game, Bill Walsh has definitely done his homework. The famed Stanford coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 16-team playoff tournament.





Run all the classic college plays. Like a highstepping tailback behind a wall of student body blocking.



It's a much faster game with one-step play calling. You can also bluff plays and set your own audibles.

Now the hits are bigger than ever. If you turtle the running back, he stays on his back.

The action's never been more in your face. Reverse angle replay and panning stadium cams deliver a closer view of the field. So the players are bigger, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.

EA SPORTS™

If it's in the game, it's in the game.™

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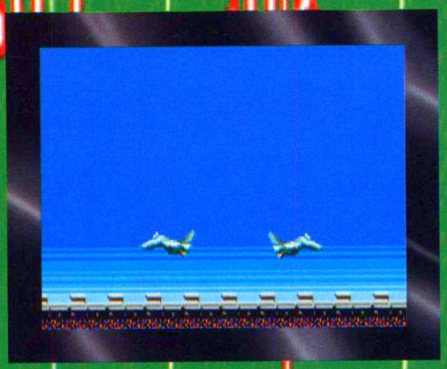
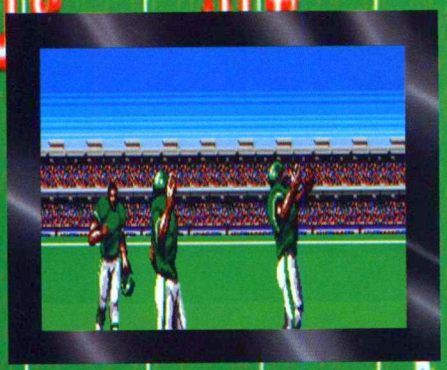
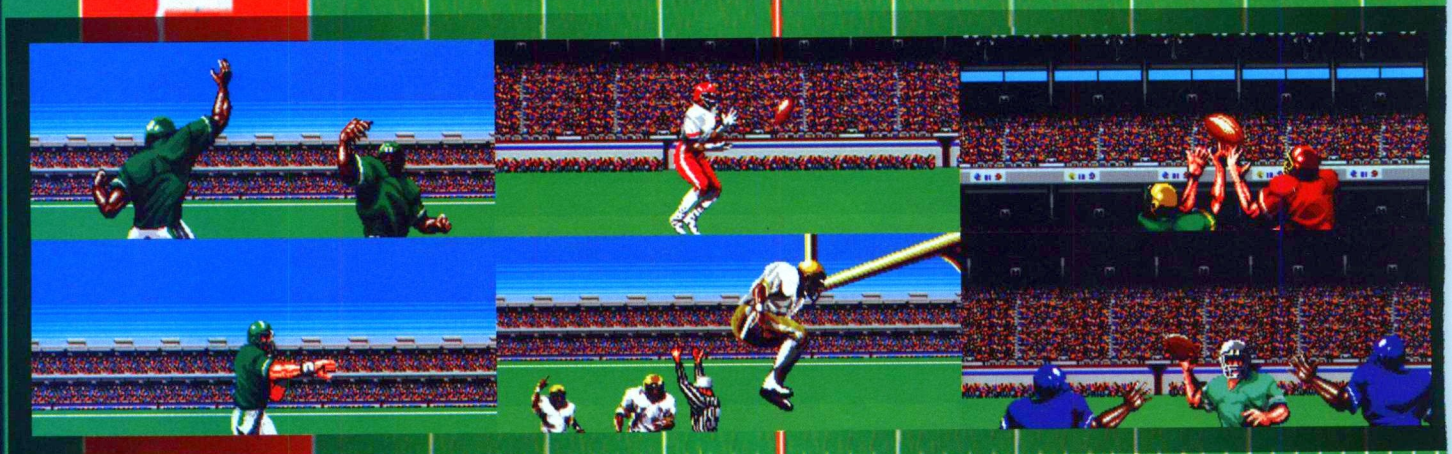
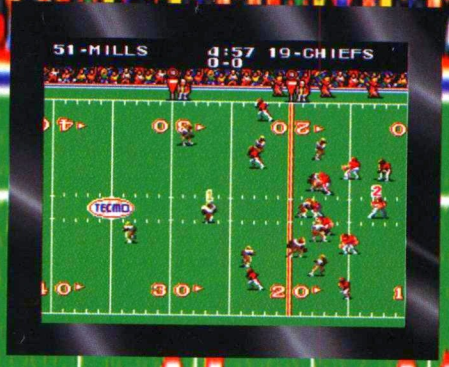
TECMO SUPER BOWL

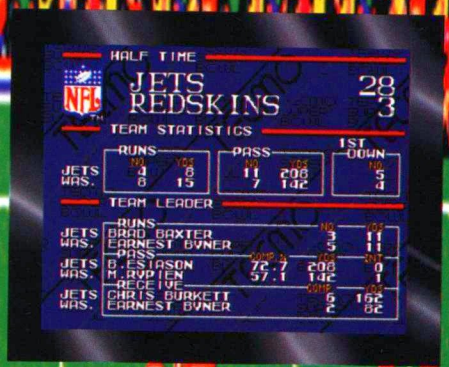




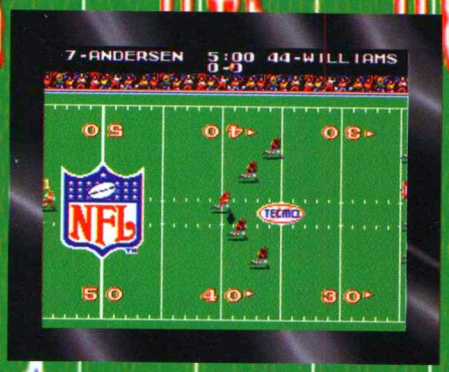
The wait is almost over! Tecmo, the kings of 8-bit football are about to bring their 16 bit Tecmo Super Bowl to the Genesis and it looks like it's going to be everything a frustrated arm chair quarterback could hope for. You name it and Tecmo's got it; an NFL license with all of the players in the NFLPA, great close-up animations that bring you onto the field, full game and season statistics on all "skill" players, league leaders in all major offensive and defensive categories, a computer opponent that is intelligent and adaptable to your play calling and great side-scroll arcade action. Everything that made the 8-bit game so much fun to play has been included in the Genesis version. The game features one of the most extensive offensive play books ever used in a video football game with 8 active plays to choose from that can be rotated in and out at any time during play. As in their previous games, Tecmo has concentrated on giving the player the best play control possible while making the game entertaining and not getting bogged down in simulation details that detract from game play. Although the version we received for this preview is not quite finished, the quality in Tecmo Super Bowl is very apparent, so much so that we are confident that TSB will be in

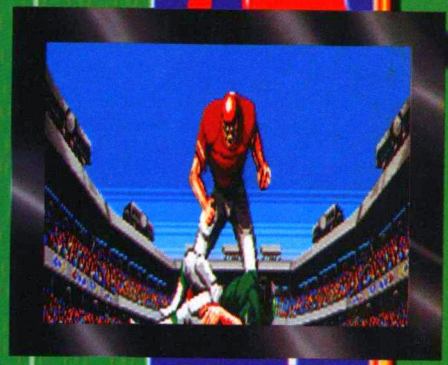




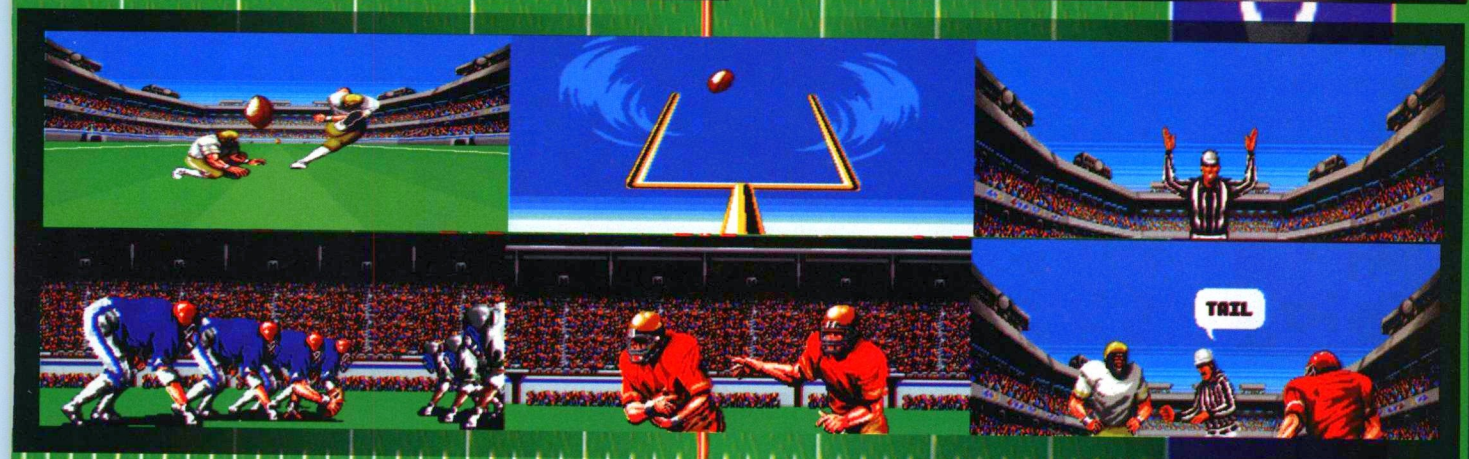


TECMO
FOOTBALL
2 PLAYER
8 MEG
AVAIL NOV



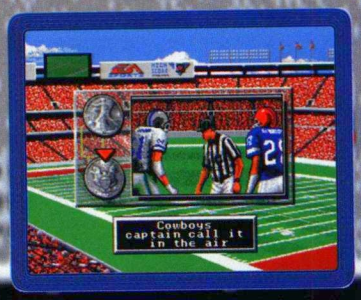


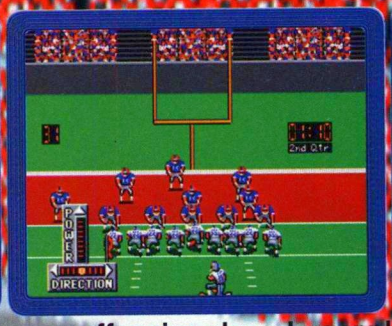
the running for best football game of '93 when this year's batch of games finally makes it to retailer shelves. If the 8-bit version of Tecmo Super Bowl is any indication, this game will be in short supply when it hits the streets. So, get your name on somebody's list now...it's almost game time! -Talko



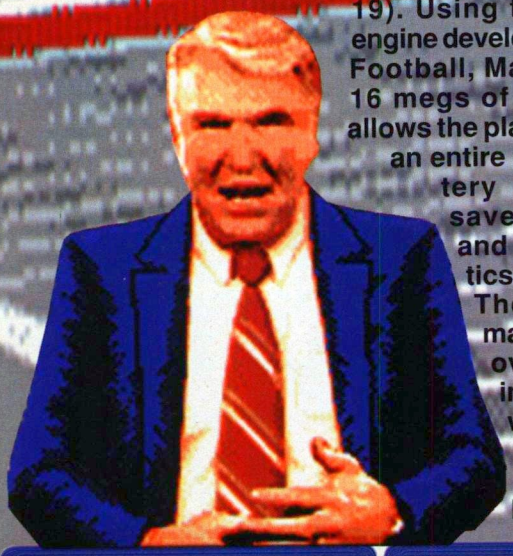
Madden NFL 94

E.A. SPORTS
FOOTBALL
1-4 PLAYER
16 MEG
AVAIL. NOV. 19





The ultimate (16 bit, remember 3DO is coming) Madden is coming to the Genesis and its set to take sports gaming to another level on Madden Football Friday (November 19). Using the new graphic engine developed for Bill Walsh Football, Madden NFL '94 is 16 megs of NFL action that allows the player to go through an entire season while battery backed-up RAM saves your progress and tracks the statistics.



The new game has many improvements over previous titles including; 80 teams with franchise teams, Super Bowl teams and two All-Madden teams, 72 new offensive plays, larger players and more character animation, EA's new "4 Way Play" four player tap, the ability to disguise your plays through a "bluff Mode" and the ability to set and re-set your audibles at any time.

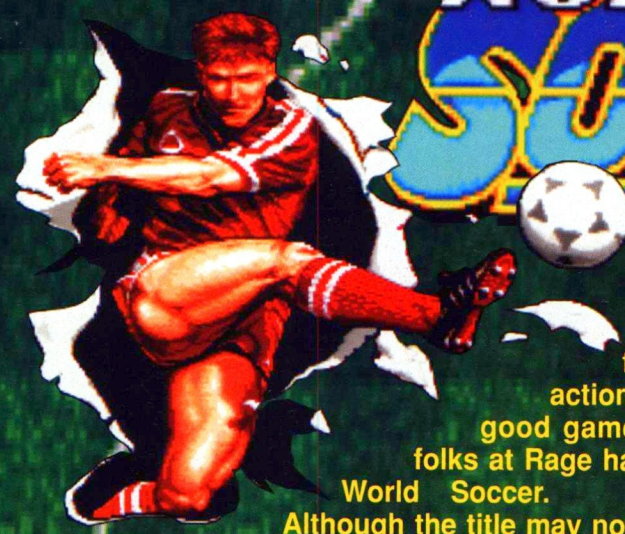
The preview version of the game that we have shows the best field and stadium scaling that I've seen on a cartridge based Genesis football game. This really becomes apparent when using the instant replay feature. In fact, the graphic presentation is what really stands out in the new Madden. The new engine allows for the most realistic game presentation so far in 16 bit entertainment.

Look to Game Fan Sports next month when we will review Madden NFL '94 and give our opinions on how it relates to Walsh, Madden SNES and the other '93 football titles.

Talko

ATLUS · 2 PLAYER · 8 MEG · TBA

WORLD SOCCER



Excuse me for a minute, I need to wipe the sweat from my face! This game is relentless, non-stop action; 90 mph up and down the field, just the way a good game of video soccer should be played. The good folks at Rage haven't left anything to chance with the release of World Soccer.

Although the title may not get you too psyched, the game play is the best this ol' winger has experienced on a video soccer play field. Everything is here; headers, trailers, free kicks, slide tackles, yellow and red cards and teams from every corner of the world (Albania? "Albania, Albania...you border on the Adriatic", Qatar?). Of course, if you don't like England or France, you can always use the team editor and change the name (and colors).

Let me tell you, this game has more options than a fly in a cow pasture...practice games, world championships, tournaments, leagues, pre-game practices and all of this with your choice of field or indoor soccer! The best part is that you can save your results to battery-no password save (yeah!)-for both outdoor and indoor leagues.

Rage has given sports gamers a fantastic cart. worthy of all enthusiasts attention, the only thing missing is Toby Charles saying 'whatta 'eader"! -Dr. E

MALIBU
FOOTBALL
2 PLAYER
2 IN ONE
AVAIL. NOW

Sp Illust CHAMP FOOTBALL

THQ games have historically been hit and miss...hit license, missing game play. Fear no more, Malibu Games has come to the rescue with Sports Illustrated Football, 1/2 of the football and baseball tandem that's soon to be released on the SNES. This game is really the surprise of the '93 football season. With its 3/4 scrolling perspective and field zoom close-ups, SI Football is similar in play mechanics to Malibu's Montana games on the Genesis. The game is 8 meg and has good graphics, animation and motion video. The play book is large and the running game is the best part, with holes that are easy to recognize and a close-up mode that helps you break through the defensive line. The problem with SI Football is that the passing game seems to be random in that, when throwing the long pass, the computer determines whether or not your receiver is going to catch the ball (when you are facing heavy coverage). Also, your ball carrier moves are limited to diving; no spins, hurdles or stiff-arms as we've come to expect from Madden and Montana. The game allows you to participate in season play via password and, although the NFL teams are represented by their city names, there is no NFL license. Essentially, Sports Illustrated Football is a good stand alone arcade style football game that becomes more attractive because it is part of the football/baseball package. While it has some flaws, Malibu deserves credit for bringing SNES owners a new perspective on the game and for delivering an entertaining arcade sports game that is worth taking a look at.

- Talko

rts rated ONSHIP BASEBALL

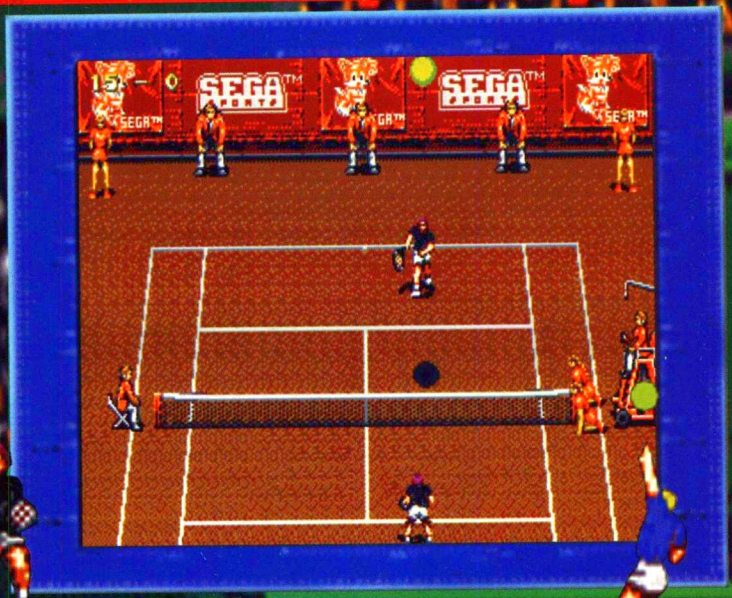
MALIBU
BASEBALL
2 PLAYER
2 IN ONE
AVAIL NOW

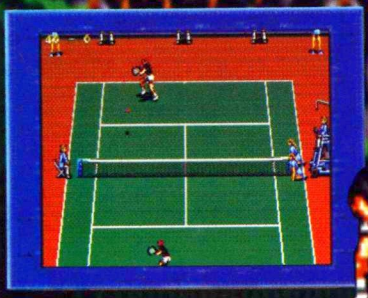
Well so much for the hit part...now it's time for the miss, as in "a swing and a miss". I'm not sure how much of the 16 meg in the football/baseball cart. was allocated for the baseball game, but 2 meg should have been more than adequate. There simply isn't very much in Sports Illustrated Baseball. Once again, it's a license that doesn't deliver. With the exception of the pitching mechanism (which makes use of a power bar and a floating cursor for placement), everything in this game has been done by someone else and done better. The game presentation is very similar to Mindscape's Cal Ripken, Jr. Baseball and, as in that title, you get the feeling that this stadium that you're playing in (yes, there's only one) is roughly the size of Texas and equally attractive. You can play a password season in SI Baseball but I don't know why you would want to. By my third game, I was bored stiff and there was nothing in the game to make me want to play it again; no close-ups, no home run animations, no statistics...no diddly. have chosen to review this game separately from the football title because if I were to go and purchase Sports Illustrated for the baseball game, I would not buy it. If you're a football fan, however, I will recommend the package to you; think of the baseball game as being like the free Ginzus, any use you get out of it is an unexpected bonus and highly unlikely.

- Talko

SEGA · 2 PLAYER · 16 MEG · OCT.

WIMBLEDON





Look who's back...me! After a couple of issues layoff due to a bum hand incurred while rejecting a Talko lay-up (that's right, lay-up), the Doc is back to tell you what's cool, what's crap and anything else you want to know...let's get on with the show.

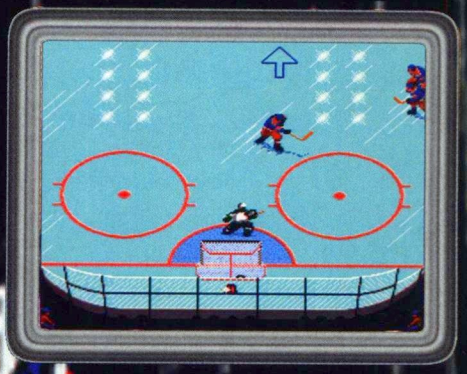
First up this month is Wimbledon Tennis from Sega Sports, a new branch of SOA (or a good marketing name, anyway). What appears to be the first from the Sega Sports library, this cart is a good indication that Sega means business. Although the look is familiar (how much can you change a tennis court?), game play is tremendous, once you get the hang of it, and the sound effects are as good as they come in a tennis simulation. Grunts, groans oohs and aahs are prolific as you battle the competition. The only thing missing is Johnny Mac cusssin' out the ump!

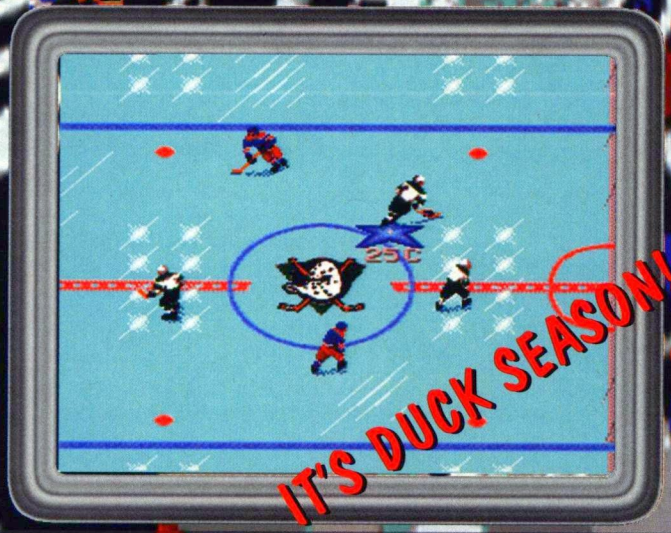
Speaking of competition, up to four would-be Agassis can compete, or you and a buddy can take on the very difficult task of trying to beat the computer. The computer can do it all, so you better start on "way easy" and then, after maybe a week or two, you can move up a notch. To help you master the movements of the tennis ball, the programmers have given us an assortment of options ranging from a color signal (at the best time to hit the ball, it turns pink) to locus display (gives a trajectory outline, letting you know where to hit the ball) and, finally, a timing chime. I found these options particularly useful when first learning the game.

There are two choices at Wimbledon; an exhibition match (one to five sets) where you can make yourself top racquet, pitted against lackluster opponents, or tournament mode where you start out with very few skills, trying to make your way to center court (password save). It looks like Sega Sports has made an excellent start to a hopefully extensive sports library! Now, about that "credit card vertical"... Dr. E

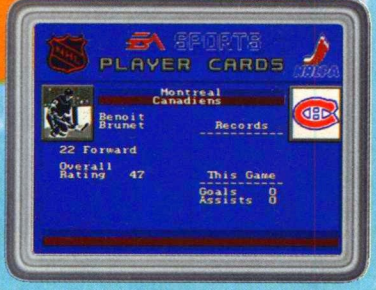
NHL HOCKEY 94

EA SPORTS
HOCKEY
4 PLAYER
8 MEG
AVAIL. NOW





Unbelievable! How does EA Sports do it? NHLPA '93 was earth shattering when it came out a year ago. Now, with the release of NHL Hockey '94, EA Sports has redefined the hockey standard...again! Here's what's new; more life-like and highly animated players, smoother game play, pre-game info. on who's hot and who needs to be benched, user records (up to seven different names can be stored), the two new expansion clubs, Florida and Anaheim (nothing like the Mighty Ducks logo!). You say you want more goodies? OK, how 'bout reverse angle replay? Of course! Player "cards" complete with digitized photos and stats? You bet! A more mobile goalie? These guys could be mistaken for Peggy Fleming! How 'bout some hats on the ice after Kisio or Lemieux score a hat trick? No problem! You got more than one friend? Bring 'em over, up to four can play simultaneously! Did I mention penalty shots? As they say, "it's in the game"! The list of what's new goes on and on, but what really counts is that it is all put together to perfection. The passing...so quick your eyes could get stuck trying to keep up. The checking...so brutal that I've left many a game bruised and battered, teeth in hand (just wait 'til you knock some poor, unsuspecting sap into the benches or penalty box!). There's no fighting or blood in '94, but you won't miss it. The goal tending...save three or four in a row and your guy slaps himself in the head as if to say; "come on chumps, bring it on"! Of course, if you get scored on, the goalie pounds his stick into the ice. NHL Hockey '94 is hands down, the best sports simulation I have ever played...and I live for 'em! Don't waste another minute, lace up the blades and get at it! -Dr. E



The video game industry is in the middle of a technological explosion. With 3DO, Jaguar, Saturn, Nintendo's someday machine, etc. all due out in the next year, the industry's focus has turned toward the future and 32 bit gaming.

In the meantime, developers like Domark are trying to pull everything they can from the 16 bit machines and stretch them to their limits, hopefully pushing the impending evolution back a few steps and, in the meantime, giving us great games that, until a few years ago, we wouldn't have even dreamed about playing on a home system.

F1 World Championship is one of those games. While Nintendo is flirting with polygon technology in Starfox, Domark takes the shaded primitives and moves them at incredible speeds to create the fastest driving game ever on a home system.

It isn't just the technological advances that make F1 a winner. The game has great control and gives you the sensation of being behind the wheel of your vehicle and overtaking the competitors. No home racing game to date has felt so real and I doubt that any 16 bit game in the future will be able to beat the sense of "Virtual Reality" found in F1 World Championship. This is the first racing game where, when the speedometer says "100 mph", you actually feel like you're traveling at that speed, not crawling along with some pathetic, squashed sprites lurching toward you.

The game play features all of the tracks and vehicle customization utilities that you have come to expect from F1 simulations and, if the screaming speed in the standard mode is not enough of a challenge for you, F1 also features a "Turbo" mode that almost doubles the speed of the game at the sacrifice of some graphic detail. This mode is almost too fast, you will find yourself struggling to come to grips with the control of your vehicle and you'll be hitting every piece of steel on the track.

Racing fans are going to find a lot to love in F1 World Championship. Domark has simply produced a 16 bit racing game with no peer...sit down, relax and hit the accelerator, your Genesis has always wanted to be driven like this. *-Talko*

DOMARK
DRIVING
2 PLAYER
8 MEG
AVAIL. OCT.

Play in Progress

Off the court with Andre Agassi

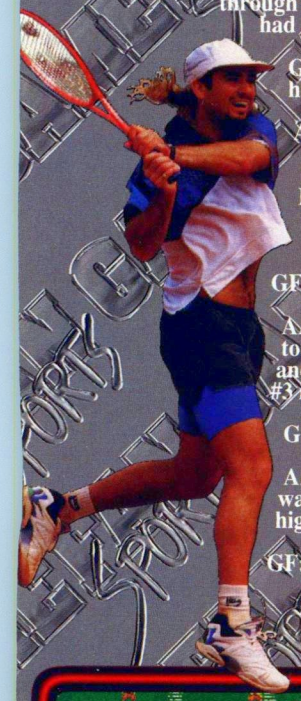
Recently, Tecmagik, makers of Andre Agassi Tennis, made arrangements for Game Fan Sports to interview Andre as a North American exclusive to Die Hard Game Fan. What follows is a transcript of that interview. We would also like to thank Mr. Jeffrey Tarr of Tecmagik for his help in making this interview possible.

GF: Tell us a little bit about yourself.

AA: I am 23 years old and was born and raised in Las Vegas, Nevada. I definitely credit my family for a very happy childhood.

GF: How did you get into tennis?

AA: I didn't have much of a choice! My father has always been very interested in tennis. He started me at the age of two, with a shaved-down wooden racket. I had the opportunity to hit with the pros who came through Las Vegas to play tournaments. By age four, I had hit with Nastase and, at eight, with Bjorn Borg.



GF: It seems like you really caught the bug early, how did your career develop from this point?

AA: When I was 13, I enrolled in Nick Bollettieri's Tennis Academy in Florida. Nick has been my personal coach ever since. In 1986, when I was 16, I turned professional after finishing third on the Florida Professional Satellite Circuit.

GF: Did professional success quickly follow?

AA: Pretty much. In 1988, I won six Grand Prix tournaments and reached the semis at the French and US Opens. By the end of the year, I was ranked #3 in the world.

GF: But, it hasn't been all smooth sailing?

AA: Of course not. We all have rough times. 1992 was not the best of years! Little did I know that the high point of my career was just around the corner!

GF: I assume you are referring to Wimbledon?

AA: When you win Wimbledon, you are recognized as one of the best players in the world. No question, winning an event like Wimbledon is humbling. Nothing's bigger in the game. It's what tennis is all about.

GF: How has your life changed since that victory?

AA: I don't think that life has changed. Although, I think that people's perceptions of me have changed. There were doubts in people's minds about whether I was capable of winning a big tournament-it's nice to banish those doubts. It has given me a confidence that I never had before.

GF: The game of tennis has changed dramatically over the last 20 years...for the better?

AA: The game has simply evolved. It has become technically more sophisticated. Evolution has its advantages and disadvantages, but the game is more physical and powerful. Speed and strength have never been more important in the modern game.

GF: If you had to choose one player, who is your ultimate tennis idol?

AA: Bjorn Borg-the most awesome professional with an ice-cool temperament and a magnificent Wimbledon champion, even though he wasn't a typical grass court player. As I said earlier, I met and hit with Bjorn when I was 8 years old. That was truly an honor.

GF: How do you feel about being immortalized in a video game?

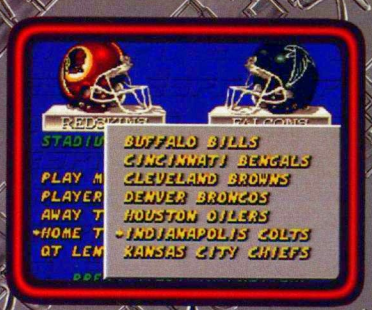
AA: I think it's pretty cool. I had some input in the game, from the design phase right up to approval of the final product. I love playing the game and I hope game players love it too. It gives people a chance to play a professional in their living rooms! My nephew is a fanatical video game player and he thinks it's pretty cool for his uncle to be in a video game. I take that as a great compliment.

GF: What got you interested in the idea of letting your name be used in a video game?

AA: Interactive software is the entertainment craze of the 90's and still will be into the next century. I've been a big fan for a while now and the idea of recreating the fun and tension of the sport I love into a video game package was very exciting to me.

GF: We would like to thank you for your time and insightful comments. We wish you all of the best with your career and with Andre Agassi Tennis.

AA: Thanks, it was fun. Talko



Here's a very early sneak peek at Sony Imagesoft's ESPN Sunday Night Football; coming to the SNES early next year. This 16 meg game is being developed by Park Place and, at this early stage of design, it looks like they may have a football contest that can compete with the best that the SNES has to offer.

The key to ESPN's unique look is its use of a high resolution, Mode 7 playing field that zooms in and out with excellent speed and very well animated players. The viewpoint is lower to the field and the camera tracks the action from behind, moving up and down as required to depict the passing or running plays.

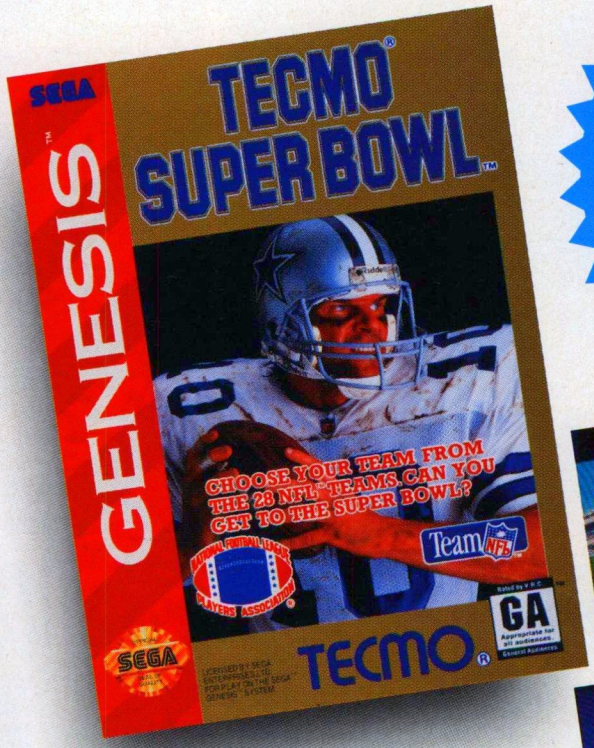
The game also features a unique window zoom feature on passing plays that is similar to the way Sega has isolated action in Montana 2, 3 and 4, but from a scaling, 3D viewpoint. It's a great way of bringing you into the action and making you feel like you're the quarterback and looks like it will really enhance game play and the passing game. Also, there will be an extensive play book (possibly the biggest ever), NFL teams, full season play and the ability to play as teammates.

Look for more on ESPN Sunday Night Football in next month's Game Fan Sports, when we should have playable copies of both the SNES and Genesis versions.

TECMO SPORTS™

SEGA™

THE BIG GAME.



NEW FEATURES!

- DIVE OVER THE TOP.
- WEATHER SELECTION.
- TOUCHBACK.
- DEFENSIVE PLAYER ALSO AVAILABLE AS A RECEIVER.
- UPDATED ROSTER.

NEW WEATHER FEATURE!

IT'S AN EXCITING TOUCHDOWN!

TECMO® 16 Bit SPORTS™

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your Tecmo Super Bowl.

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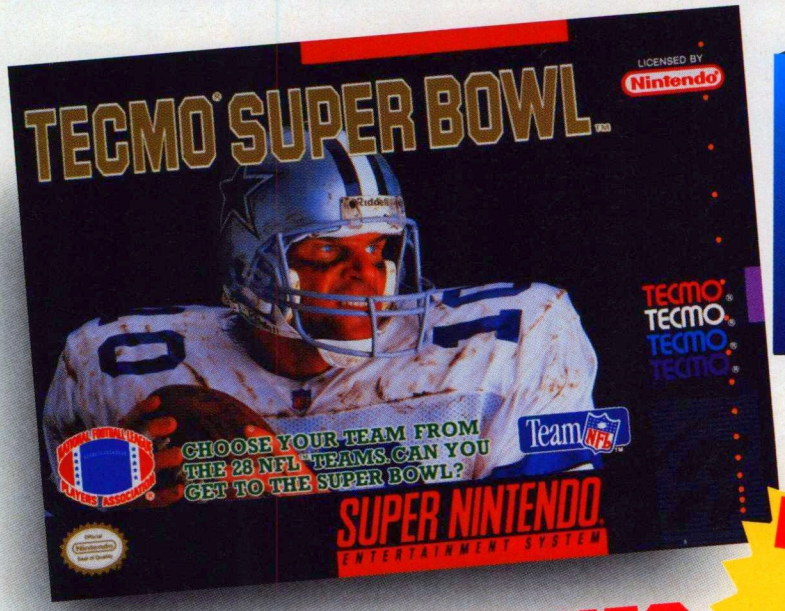
SUPER NINTENDO ENTERTAINMENT SYSTEM

GO FOR IT.



16 BIT SUPER NES

NEW FEATURES!
- DIVE OVER THE TOP.
- WEATHER SELECTION.
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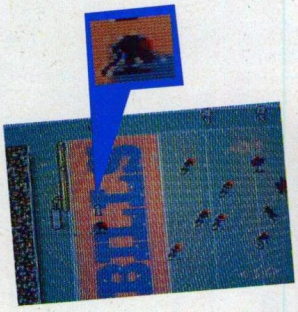
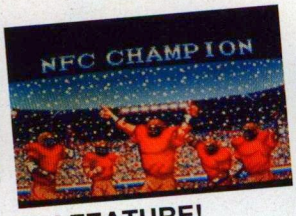


NEW TOUCHBACK FEATURE!



FIELD GOAL!

DIVING CATCH!

TECMO® SPORTS™

TECMO® 16 Bit SPORTS™

Team NFL™

NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION®

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GAME FAN'S

SHOOTER SPECIAL

STAGE-1

Welcome to Game Fan's first Shooter Special. We couldn't get them all in but this won't be the last time we look at this great category, so we'll see you soon with more great shooters.

SEGA · 1 PLAYER · SEGA CD · NOV

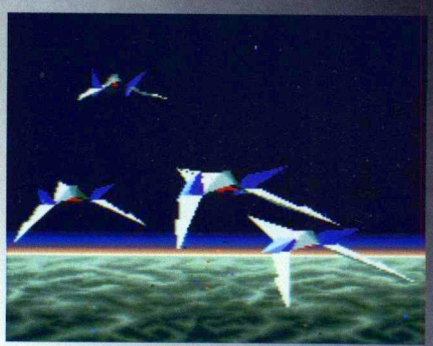
SILPHEED

As you all know by now, I love Silpheed. Last month I gave it a perfect score in Viewpoint and I haven't gone a day without playing it since, honest. Remember, we rate games in comparison to others on that system and as far as I'm concerned this is the best the Sega CD will ever get. The research that went into this title by Gamearts shows a commitment to quality that few developers possess. From the moment you turn it on, this is a show that you wont soon forget. You are first greeted by an animated intro that is by far the best I have ever seen on any 16 bit format, then it's on to weapon selection and the best 3D shooter this side of the universe. Music, smooth scaling polygons, bit mapped polygons that explode in millions of pieces, awesome voice narration that goes perfectly with the game, amazing scaling polygon backgrounds that you interact with and fast smooth addictive gameplay that never gets boring, that's Silpheed!.....need I say more? My only hope is that Gamearts will develop a sequel for Segas 32bit Saturn. Until then however I will savor every moment of Silpheed over and over again. -E. Storm

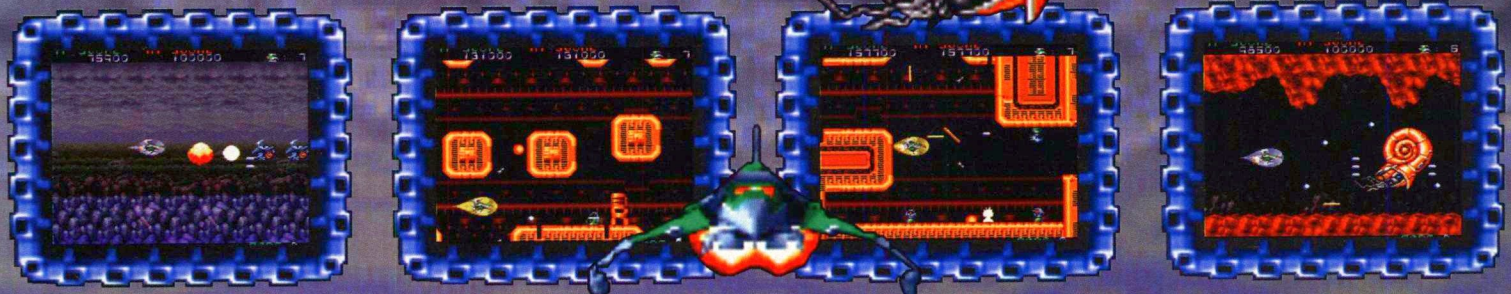
NINTENOD
SFX SHOOTER
1 PLAYER
8 MEG
AVAIL. NOW

STARFOX

When I first saw Starfox at the January 93 CES show, I knew right then and there that the SFX chip was revolutionary new 16-bit cartridge technology, bringing a fast and smooth 3D environment down to an affordeble platform like the SNES. After the CES was over and the excitement died down, people began to wonder....Would the general public accept a shooting simulation game? Would Starfox have fast enough action to keep us intrested but most importantly, gamers wondered if the playability of Starfox would be at an acceptible enough level to get their seal of approval. If they knew the pedegre of this game, they would rest a little easier. Starfox was devloped by Argonaut software in conjunction with Siguru Miyamoto and co. over at Nintendo. Argonaut made the Starglider series back in the 80's (the games that Starfox was based on) which were, to say the least, revolutionary for their time. Siguru Miyamoto is the main director of games over at Nintendo, and his credits include: Mario 1, 2, 3 and Super Mario World, Zeldal, 2 and 3, Super Mario Kart, the upcoming Super Metroid and.....shall I go on.....I think not. Put these two groups together and what do you get? One of the best games of all time in K.Lee's opinion. This game came out 8 months ago, and I still play it at least 2 or 3 times a week with no end in sight, why? Because playing Starfox is like playing a movie. They combined: a realistic 3D environment, play mechanics that have to be exprienced to be believed, levels with extreme diversity from one to the next, a great cinema between each level, a level of difficluty that ranges from mild to downright anger inducing, booming sound FX in Dolby Surround topped off with a full, John Williams sounding musical score and you get not just a great game, but a complete one, and friend, you can count those games on one hand. -K.lee



TAITO · 1 PLAYER · 8 MEG · TBA

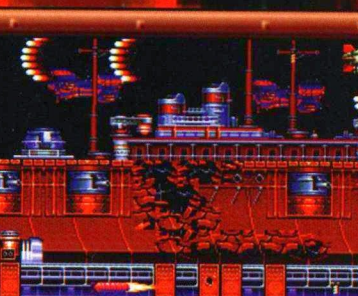


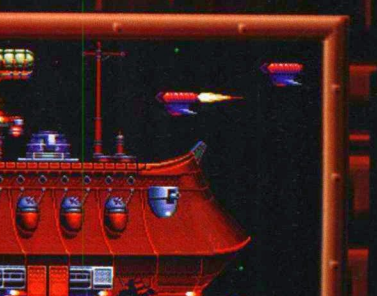
Taito's second version of Darius (titled Super Nova here in the states)for the SNES is a step backward rather than forward as they have attempted to mimic the 1990 released Mega Drive version (shown on the opposing page) which is similar to the arcade version. The problem is that Darius Twin (SNES 91) is a much better game.Although special effects like warping backgrounds and rotation are used the game falls short with a big lack of animation and to many repeating backgrounds, causing it to fall short even in comparison to the Mega Drive version. For die hard Darius fans however all the essentials are here, you can now select your ship from the ship select screen which shows you each crafts firepower and special features, then it's into battle, Darius style. Waive after waive of mechanized underwater creatures come at you from all sides and one massive crustacean greets you at levels end, this new version even features rotating mazes which is ultimately the hi point of the game, sound is OK but still not up to par with Twin and the actual artwork is on-line with the Mega Drive version. In today's competitive market (Silpheed, Starfox, etc..) it seems it would take more to satisfy a shooters appetite than this tried and true format. In fact Atari has a new shooter that could wrap up this category called Crescent Galaxy, so Taito and the rest of the shooter kings will have to dig deeper to stay in the fray , and with that new Nintendo hardware you can bet they will..... but when? *Better make it snappy.*

-Mr Goo

SUPER NOVA

THE STEEL EMPIRE



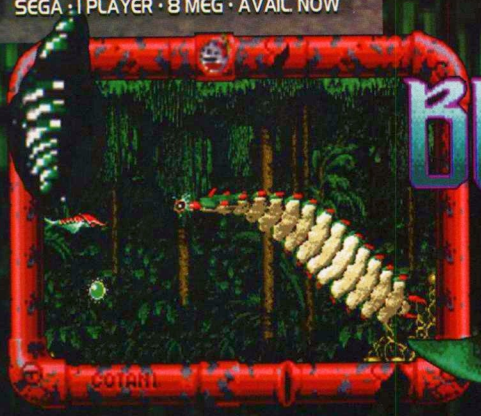


Once upon a time in japan, Hot Bee made a great shooter called Steel Empire, it scored high in all the major import mags and thus was immediately picked up by Flying Edge for a US release. Unfortunately, the American market was flooded with shooters at that time so Steel never really got the attention it deserved. This is a great Sega shooter. Special effects such as transparencies were used here for the first time, the game also features extensive color, unique sound, vertical, horizontal and reverse scrolling and a truly unique historical storyline of a future that might have been. The bosses within each level are so huge they could almost be called levels in themselves. These awesome mechanized flying zeppelins are from the Motorhead Empire, an evil military force that has enslaved the earth and rules the sky. Your craft is the last hope from the Republic of Silverhead. You can pilot either the Z-01 Zeppelin or the Striker airplane, both have their pluses and minuses but overall the Striker is more manuverable in tight places and has a better special attack. Steel Empire being an older title, can probably be found at a discount price, so if you're into shooters or thinking about discovering them, this one comes highly recommended.

-Takahara

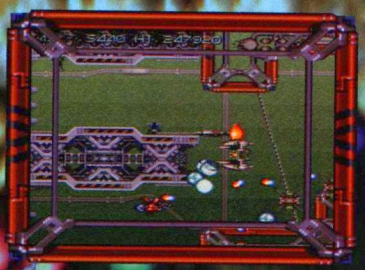
SEGA : 1 PLAYER · 8 MEG · AVAIL NOW

BIO-HAZARD Battle™



Last year shooter fans everywhere were pleasantly surprised when from out of nowhere SOA released Bio Hazard Battle ahead of schedule and before Japan. This unique and beautiful shooter is the product of Crying, a team that seemingly got together for this one game, because no one has heard from them since. Maybe they got discovered. In this case looks can be deceiving.....This beautiful game will quickly bite you back. Although you would love to marvel at the awe-some rendered graphics, you will be way to busy dodging and shooting. Bio Hazard offers a formidable challenge to even the seasoned shooter. End result...if you're looking for a good Genesis shooter and you don't have Bio Hazard...get one, this one has it all, graphics, music and challenge.

-Takahara



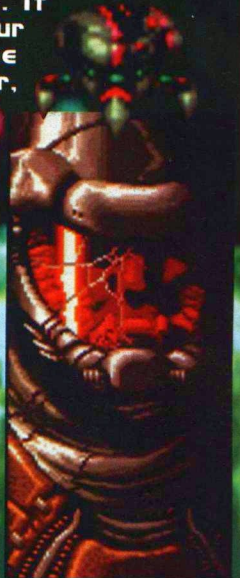
AXELAY

Axelay is considered by many to be the ultimate SNES shooter. Combining some of the best first person graphics ever seen on a home system with great side scroll action and intense game play and bosses, it is THE shooter that all other SNES blasters are compared to.

With Axelay, Konami managed to solve all of the problems that plagued SNES shooters up to that time; slow down, flicker and low resolution. Mode 7 scaling that didn't really give you a good sense of depth or realism. Axelay took all of these limitations and got rid of them and, instead, became a beautiful combination of first person and side scroll shooting action that, to this day, remains one of the best games available for the system.

The quality doesn't stop with the graphics, though. Axelay has some of the best music ever heard in a shooter; at times the soundtrack approaches symphonic quality and the play mechanics and control are near perfection. Axelay was one of those games that kind of snuck up on the consumer and it was a little slow getting out of the gate but it has had strong word of mouth and has sold consistently since its release last year. If you just purchased your SNES and are in the market for a shooter, look no further; Konami's gotcha covered.

- TAKARA



BANPRESTO · 1 PLAYER · 8 MEG · OCT. JPN.

超時空要塞 マクロス
MACROSS

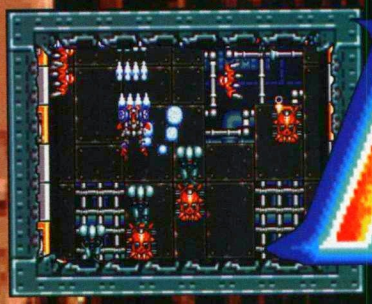
Japanese Animation fans know the name Macross well, as the Video and Laserdisc episodes have been popular among American veiwers for years. Until now only the PC Engine has had Macross games but now, SNES owning Macross fans are getting a shooter of their own, Banpresto's Macross Scrambled Valkyrie. This is a unique shooter in that it concentrates more on background effects and music than on screen enemies and animation. What it does it does well, the background effects include line scrolls, a rotating planet, transparencies and lighting effects. The music is excellent to, with deep bass and Robotech voice commands echoing in the background. Loosely following the "Clash of the Bionoids" episode, you can take your choice of three characters, Hikaru, Max or Millia each with there own spacecraft equipped with their own attack mechanisms. Each craft can transform with a flick of a button changing both the weapon and the speed. Although you will find yourself dodging small objects in the actual levels, some of the bosses are large and detailed but most are quite easy to beat. Macross is an interesting shooter that should appeal to fans of the series but those looking for the challenge and programming wizardry of a game like Thunder Force 4 may want to look elswhwere.

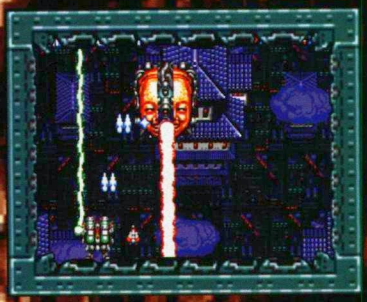
LIGHTENING FORCE

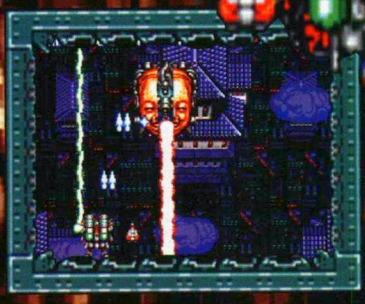
There are shooters, and then there are.....SHOOTERS! Here is where you will find Technosofts Thunder Force 4 (known here as Lightning Force), the best side scroll shooter ever created for the Genesis. Send the kiddies to bed, this is a man's game. TF4 attacks YOU! with its seemingly alive bosses and spectacular Heavy Metal/Techno soundtrack. The levels are huge, stretching as high as 4 screens with layer upon layer of scrolls on both top and bottom and huge enemy ships often filling the screen. But the fun doesn't stop there. You don't get dweeby little waves of pebble sized sprites in TF4, you get huge pissed of mechanized beasts that animate wildly and are drawn and detailed to perfection, and if you've come for graphics... you've arrived! These are among the best ever displayed in 16 bit shooter. If your into shooters and you haven't experienced Thunder Force 4, go find one and experience the magic of Technosoft.

- Takahara

M.U.S.H.A.

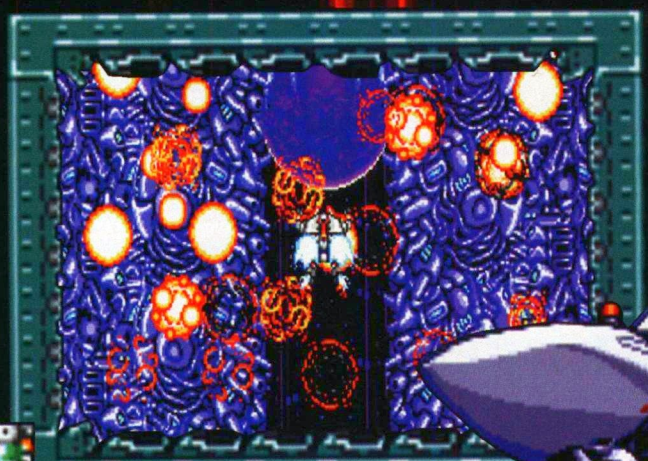






Back in 1990 Compile released there first Mega Drive shooter which later made its way to the Genesis via the now defunct Seismic. Although Musha doesn't quite measure up to today's high standards, for its time it is a great shooter. For a 4 meg game this is good stuff. The game is filled with multi layered scrolling, well drawn and animated enemy characters, and has a very good soundtrack. The theme is based on a mythological yet mechanized future set in Japan, as are most of Compiles recent efforts. Compile has gone on to develop some of the best shooters of our time including Space Mega Force on SNES, Spriggan 1 and 2 for PC Engine CD and Cyber Ninja Aleste for the Sega and Mega CD. Here's where it all began!

- Mr. Goo



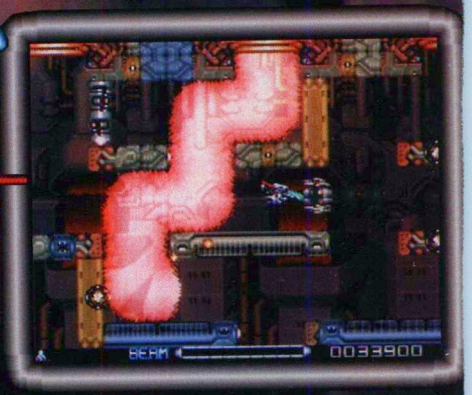
LAST RESORT

No Shooter Special would be complete without a great Neo Geo shooter, and here's one of the best, Last Resort by SNK. When it comes to color, graphics, music and challenging gameplay this one is hard to beat. The attention to detail is extensive with water, fire and crunching explosions that all look and sound like the real thing. The play mechanics in Last Resort resemble R-Type with a floating pod that when acquired attaches to your craft and can both shoot and block shots, it can also either be locked in place or float freely. If there is a down fall in Last Resort it would have to be the traces of slowdown when loads of characters and two players are on screen or the super high difficulty level. You have to fly through Last Resort twice to get the real ending and the second time around is a nightmare. Even with these minor flaws Last Resort remains an incredible shooter due to its spectacular graphics huge monster bosses and phenomenal detail. If you've got a Geo and you're into shooters this should be your next stop.

-Takahara

R-TYPE III

THE THIRD LIGHTNING



R-Type 3 'The Third Lightning' is really going to surprise R-Type fans. This all new two player sequel features none of the slowdown that plagued the SNES original , an awesome soundtrack and the best graphics in a Super Famicom shooter that we have seen this year. Unfortunately, this title may never see the light of day here in the states due to the lack of interest in our once saturated shooter category, so you may have to track down an import on this one. We'll be bringing you more on R-Type 3 in our next issue. - *E. Storm*

_OTHER RECOMMENDED SHOOTERS

SNES
Super EDF
Space MegaForce
Darius Twin
Super R-Type
Gradius 3
U.N. Squadron
Firepower 2000

Genesis
Gaires
Wings of Wor
Phelios
Sagaia
Atomic Robo Kid
Sol-Feace
Thunderforce 3

Pc Engine
Darius CD
Spriggan 1 & 2
Twin Bee
Download 1 & 2
Dead Moon
Gunhead

Neo Geo
Alpha Mission II
Viewpoint

Marty
Galaxy Force II
Tatsujin
Microcosm

COMING SOON_

Megadrive
Trouble Shooter 2
Panorama Cotton

PC Engine
SCD Darius 2
Galaxy Force II

SNES
R-Type III

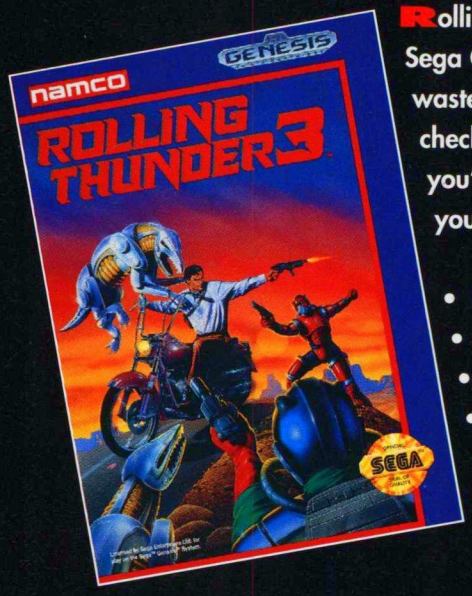
Jaguar
Crescent Galaxy
Cybermorph

3DO
Total Eclipse

	Enquirer	E. Storm	K. Lee	Sgt. Gamer
Silpheed	99%	100%	95%	98%
Starfox	99%	96%	100%	89%
Super Nova	50%	50%	47%	62%
Steel Empire	76%	79%	68%	71%
Bio Hazard	84%	85%	84%	83%
Axelay	94%	95%	93%	92%
Macross	76%	65%	90%	55%
Thunder Force IV	93%	98%	95%	91%
M.U.S.H.A.	74%	75%	85%	70%
Last Resort	84%	70%	90%	75%

King of the Shooters: (So Far) _Silpheed

WE'LL BLOW YOU AWAY!



Rolling **T**hunder **3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!

namco
The Game Creator™

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Blast your way through legions of terrorists!

Take a ride on the wild side!

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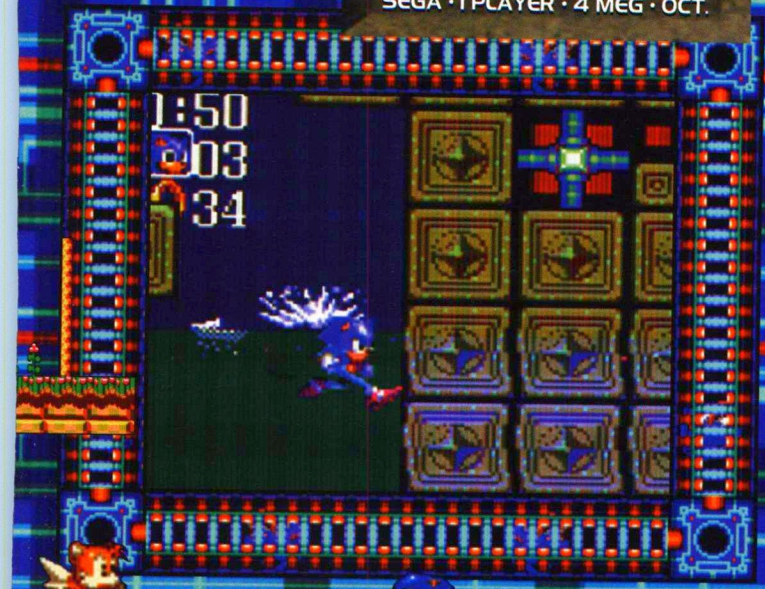
HANDS ON PORTABLES

First came the original Sonic for the Game Gear, which still stands as the best action game for the system. Then came GG Sonic 2 which was good but didn't standup to the original, and now, heading up the Game Gears Winter season, is Sonic chaos. Gentlemen, start your Game Gears!!

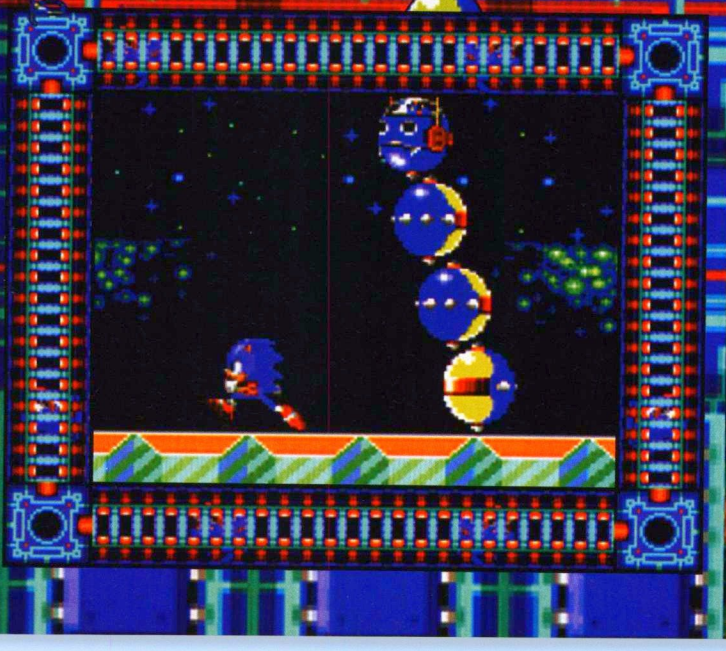
From the moment I hit start I knew that they had once again found a way to get more out of this little system, allot more! This is an awesome game. Sonic is not only drawn but shaded to perfection, so is Tails and you can choose either one to star in your adventure. Like Sonic 2, Sonic can squat, then spin and take off, he can now also(by holding up and A) run in place and take off the same way. Tails has a new move too, by holding up and A he takes to the sky, with a limited flight about 10 seconds long. Both characters are drawn and animated very well. Now on with the game. This is a whole new

SEGA · 1 PLAYER · 4 MEG · OCT.



adventure, with great new colorful levels packed with bumpers and all the loops you could ever ask for. Sega didn't skimp on the bosses either, they animate nicely and they're not all Robotnics, instead they are his creations. I can't say enough about this game, it's Sonic at his best, it has 16 bit quality graphics, great playability and even good sound. If you have a Game Gear, buy it, and if you don't .....well, the mall's still open.....

-E. Storm



Wolfchild

This is Game Gear? Yep, or at least this is Virgin on Game Gear. As you can see here in Virgin's GG Wolfchild, theirs allot more to the Game Gear then we thought. The quality of the graphics in the foreground are 16bit all the way with amazing color and detail, if you put a scroll behind them you'd have a Genesis game. If only Sega would have put a better sound chip in the GG, then we'd really have ourselves a hand held! Wolf Child appeared first on the Sega CD and just recently on the SNES. In this game your goal is to rescue your father, a brilliant biogenetic scientist who has been kidnapped and forced to create an army of mutants, his and your only hope is Project Wolfchild, a top secret mutating experiment that causes you to mutate into a hideous wolfhumanoid guy, talk about barking at the moon.....This is defenantly going to be one of the best GG games so far, it has good control, great graphics ,ten levels of action and characters you don't need a magnifying glass to see. Look for Wolfchild this fall and buy your Game Gear a Christmas present.

-E. Storm

VIRGIN · 1 PLAYER · 4 MEG · TBA

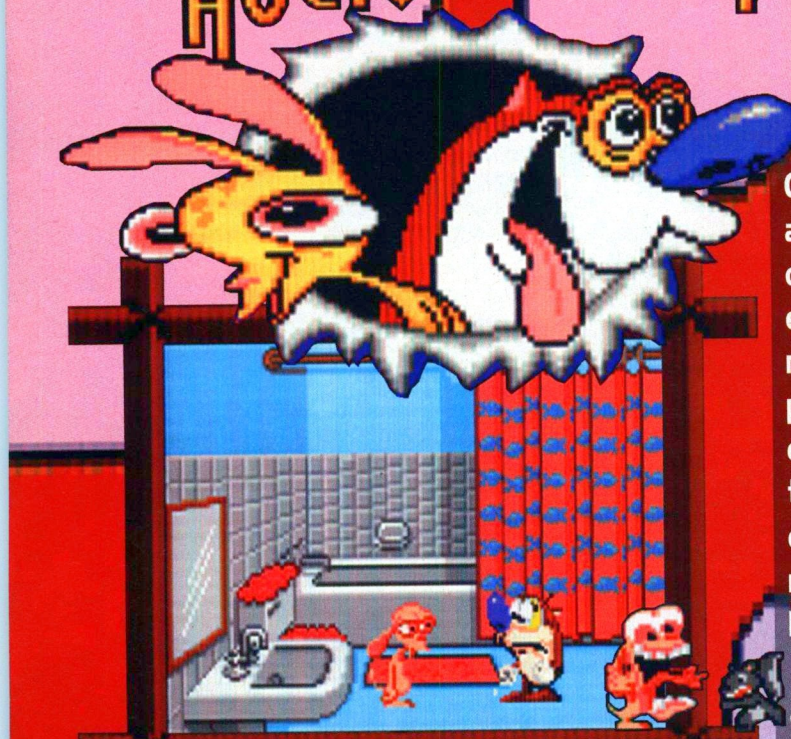
SEGA · 2 PLAYER · 8 MEG · TBA

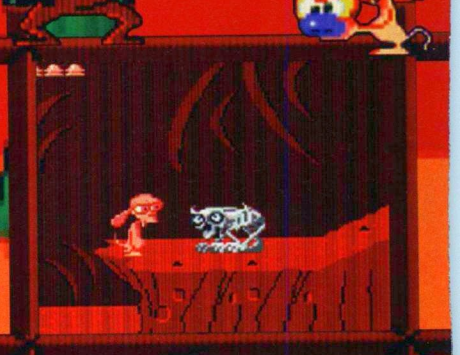
Ren & Hoek Stimpy

Since we got this nifty new Game Gear grabber, Hands On sure has been alot more fun. For the first time we're really giving the Game Gear a serious look and so far so good. For a handheld, meant to deliver games on the road, the GG has really started coming through, especially with games like, Quest for the Shaven Yak srarring Ren and Stimpy. In this crazy quest you can assume the role of either Ren or Stimpy(iff you like the taste of nose goblins)who both control and animate well and can use a vast array of weapons to slay the fury little rodents in your path as you trek across mountains and dessert , like toast and spit balls...yuck!

This little two banger actually has some good play mechanics and game design, and the graphics are great for an 8 bit game, Ren & Stimpy look just like they do on TV! There are even some nasty bosses to deal with! So iff you're a fan of these two cartoon icons as I am and youve got yourself a magic Sega box, go right away and get yourself a copy of this great new game, and remember to always pick your nose.

-Takahara





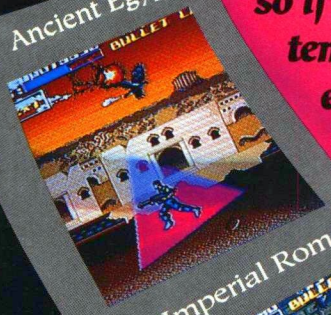
Your Time Will Come.

TIMESLIP™

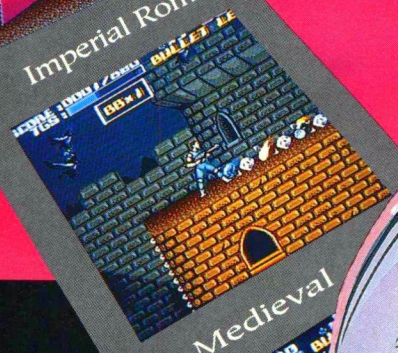
A rift in what you humanoids call the time continuum will allow Tirmat to savor your untimely death. You see, our disruptors will enter your temporal space and destroy your ancestors. You and your offspring will disappear as if sucked into a void. Of course, I love a challenge, so if you would care to slip through the temporal vortex and follow me to an earth of bygone days...But where will I be? One thing is certain; your time has come.

Cretaceous

Ancient Egypt



Imperial Rome



Medieval

2097 A.D.

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Paguna Paguna
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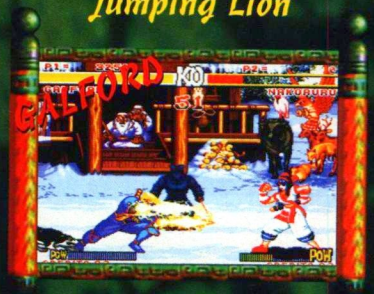
Exploding Skull
Earthquake Fart
Fat Hound
Fat Chainsaw
Ninja Exploding Dragon
Flying Spikeball
Ninja Teleportation Jig
Shadow Replicates
Confucious Whirling
Coufucious Thunder Bomb
Splash Fount
Power Gradation

Jumping Lion

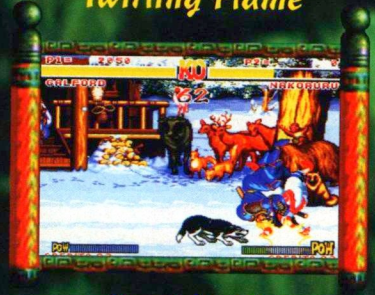
Twirling Flame

Kabuki Crunch Dance

Kabuki Fan



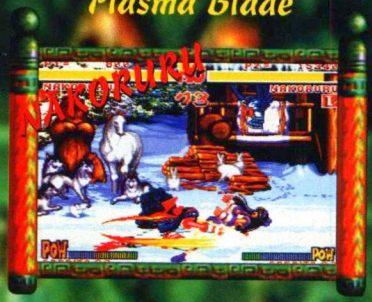
Plasma Blade



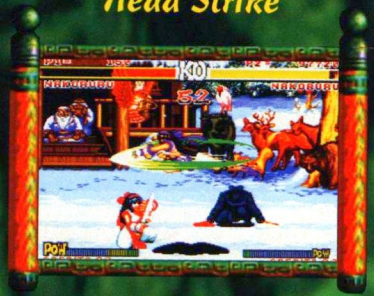
Head Strike

Diving Dog

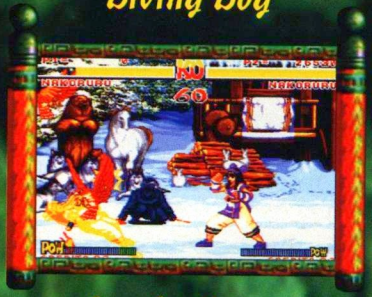
Machine Dog



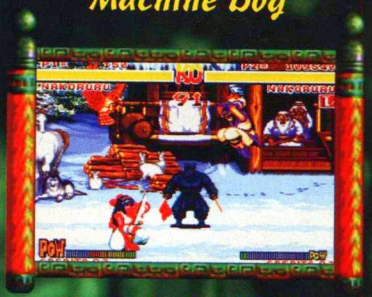
Lela Mutsube



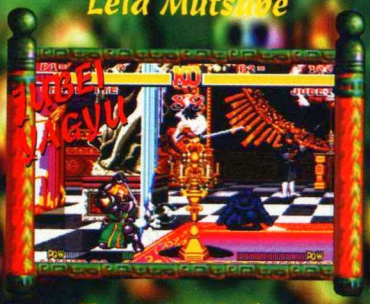
Anu Mutsube



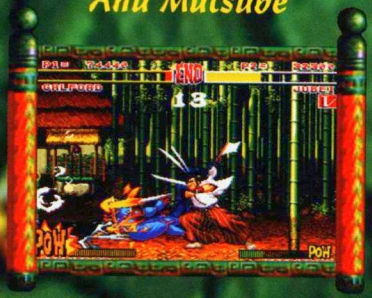
Amube Yatoro



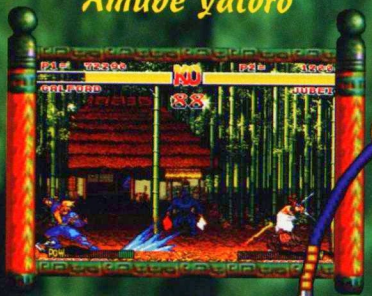
Mamahaha Flight



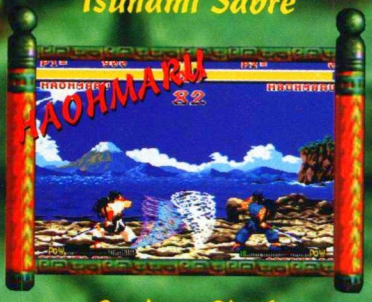
Tsunami Sabre



Sabre Thrash



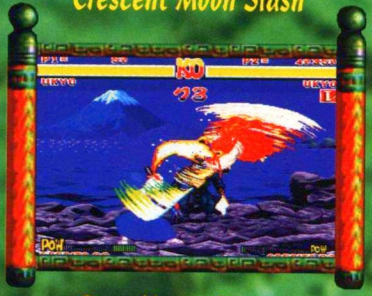
Geyser Thrust



Cyclone Slash

Crescent Moon Slash

Snowfall Slash



Swallow Swipe

Samurai Shodown seems to have taken the world of fighting games by storm, everybody is talking about it, and rightly so. Its 118 megs of explosive power with 12 new original characters that only a mother could love and truly belong among the fighting elite. Shodown combines some of the best character animation and artwork ever, with phenomenal zooming backgrounds and effects like color cycling skies and crashing waves. This is more then a game, its a spectacle. Add to that perfect control and playability and you've got this years best fighting game so far.

P.S. To all you Neo Geo owners. I'm am so angered by the censorship of the home version that I don't even want to talk about it. Lets hope it never happens again!

-E. Storm

JAGUAR™ DOMAIN

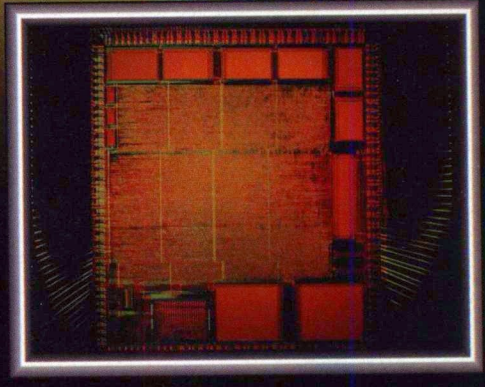
For about two years now, rumors of a 32 bit Atari console have been circulating throughout the industry, but no one knew for sure what the once giant company was actually up to, something I find incredible in an industry as prone to gossip as ours.

That level of secrecy is not only surprisingly incredible, but it is extremely smart. Getting our hopes up to far in advance would have been a big mistake, for example, Nintendo just announced their 64 bit system for a late 95 release. Knowing it is so far off could have gamers flocking to either the 3DO, Jaguar or Saturn (if they aren't planning a new system purchase until late 94) When you think about it , it really doesn't make sense to wait. By the time a system as powerful as the Jaguar comes out it will have been in developers hands for some time and should have an impressive library of quality software in place, and given the price of around $200.00 how could you go wrong?...This is a 64 bit machine with ready titles like Tiny Toons and Aliens Vs Predator and its ready to roll out. Atari's done it as far as I'm concerned. Companies that decide not to support it with software either lack foresight and consumer awareness, or are simply comfortable with their SNES and Genesis market share, but is that wise? Only time will tell. I admit Atari hasn't exercised the greatest marketing skills in the past, but then again they never had a state of the art console ready to go ahead of the competitions at an incredible price, which leads me to the point.

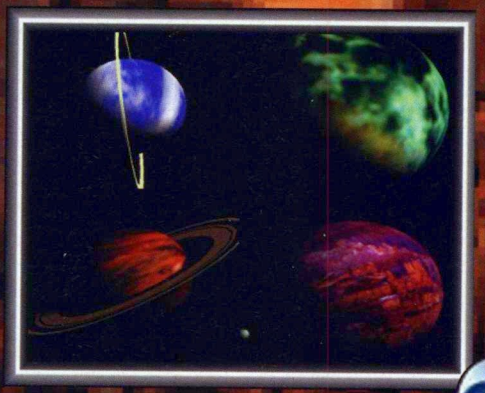
Ultimately you and I will be the deciding factor in the Jaguars future. If we buy them as fast as they can make them, you can bet that many third parties will jump on board and we will see a steady flow of software, but if we sit back and wait to see what happens, software could be slow. I don't know about you but but I'll be the first one in line for a 64 bit system that costs under $200.00, I dont care if Black and Decker makes it.

The Jaguar's a 64bit RISC-based 16 million-color palette console.
The heart of the system is a 64bit processor Atari designed themselves at their Cambridge research facility , this chip works in tandem with a DSP which enables the system to create fast texture maps and render and manipulate 3D polygons in real time. It has 4 times the processing power of the SNES or Genesis and is even more powerful than the 3DO. The Jaguar was actually in development along side the 32 bit Panther, but it progressed so rapidly that Atari decided to devote all its attention to the bigger beast, and here it is. the Jaguar will also have a CD drive ready to go by mid 94 that will run at double speed, enabling it to run Kodak Photo CD's, Dat units and modems through its 32 bit expansion port.

In order to bring the Jaguar to market on time, Atari has contracted IBM to manufacture the units in a deal that will net the ailing giant a reported 500 million. The Jaguar package will include one game and one controller and is set to roll out in San Francisco and New York this November in limited quantities (app. 50,000 units) and then be launched Nationwide in January at an incredible price of $199.00. At this time at least 15 companies (mainly in the UK) are developing titles and to our knowledge many American developers will follow suit . Currently there are 11 titles set for the launch, including Cybermorph , Battlezone 2000, Tempest 2000, Crescent Galaxy, Raiden, Tiny Toons, Alien Vs Predator, Humans, Club Drive, Jaguar Formula One Racing, and Kasumi Ninja, all of which are featured on these pages.....feast your eyes! I'll see you next month in the Jaguar's domain.



Crescent Galaxy



In Crescent Galaxy - Lifelike three dimensionally rendered and shadowed planetary objects and lifeforms prevail in this multi-leveled side shooter. You are the young Corporal Trevor McFur of the Circle Reserve Core. Returning from a deep space reconnaissance mission, you and your shipmate intercept a long-range transmission telling you that you are the only hope in saving the galaxy against a ruthless creature. The game is visually stunning with full textured 3D renderings of creatures and planets with nine levels reflecting five different worlds. Enemies and allies include: Pop-up Poppies which explode when they sense an enemy nearby; Geysers which can spurt forth abrupt blasts of nuclear steam erupting from the Planets core; and bothersome creatures such as Skeletal Vultures, Scorpions and Flying Dinos and dozens more.

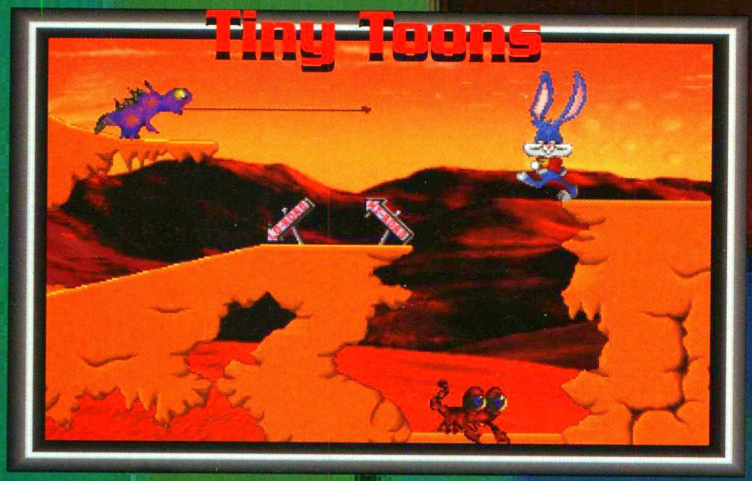
- Atari

Alien vs. Predatorø - Based on two 20th Century Fox feature film blockbusters, what would happen if the Alien, the Predator and a colonial Marine Corporal were put together? Who would win? You select who you will portray and the qualities each possesses is incorporated into your strategy. For instance, if you were the Alien, you could climb walls; as the Predator, your night vision is superior and as the Marine Corporal, you may be able to outwit the other two with your computer skills. Placed in realistic texture mapped corridors, your movement is put in real-time action. Camera speeds race as you're being chased down hallways with a high frame rate. Exceptional colors and shadow effects put you right into the action.

RAIDEN

Raiden - As the ultimate arcade game conversion, the Jaguar version is considered the ideal soundalike and lookalike Raiden game. As a vertical scroller, you control aircraft flying over enemy territory, shooting militaristic tanks and aircraft, avoiding enemy gun fire and hidden missiles. This full-featured game makes use of the graphic capabilities with complex parallax scrolling and realistic and engaging audio quality. This was essentially developed as a yardstick for performance, color and sprite comparisons to showcase the Jaguar's capabilities. Speed and motion are exceptional with no slow down when mass objects are present on the screen. No other system comes close to accurately converting this arcade game to a home console. - *Atari*

Tiny Toon Adventures - Based on the popular Warner Bros. characters, this platform game utilizes the vibrant colors and graphics to the utmost. The storyline follows Buster Bunny, Babs Bunny and Plucky Duck as they embark on a rescue mission to save the planet Aurica. Bad boy Montana Max has a new toy: an Acme TiToonium-Gold Converter. The only place to get TiToonium is on the planet Aurica. The removal of TiToonium is causing grave ecological damage to Aurica. Armed with Acme Crazy Net, our heroes try to shut down the Acme TiToonium-Gold Converter. The object is to navigate through each level, locate the TiToonium Extractor within each level and pull the plug on it. With a transport beam pad, one of our heroes can be selected to climb, jump and run through each level so in the end, the planet can be saved.



Evolution-Dino Dude - Familiar to consumers as Dinolympics on the Lynx or as Humans on the PC, this title is an Atari-owned property which, seen on the Jaguar, utilizes all the graphics and colors Jaguar can represent. Vivid colors and creative use of animation facilities enhance the overall look of the game, but the 80 levels of play make this challenging as well.

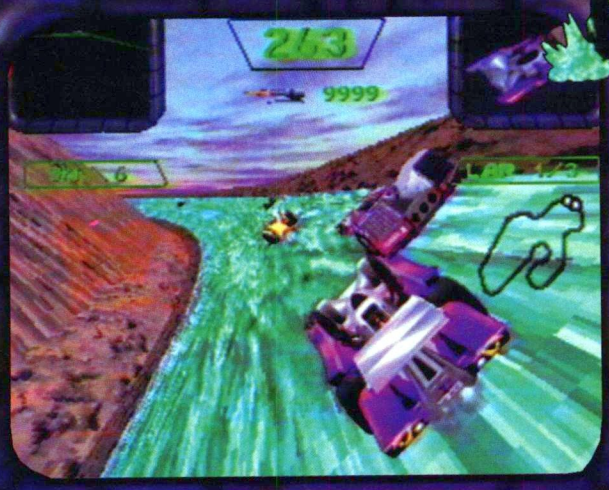
Kasumi Ninja - The game is set on the small island of Kasumi in the West Pacific rim. The Kasumi Ninja are the world's finest Ninja warriors and a mist of invisibility from the Ninja Gods hides Kasumi from the world. Kasumi is undetectable, even by radar. The Gods have decided to intervene when Gyaku, a strong warrior, kills his family and the Gods must find a new strong warrior to battle him. But first, this new young Ninja must learn new skills and fight with nine other persona, each with unique martial arts abilities and special moves. The game incorporates superior graphics and animation with realistic landscapes and backgrounds. Ninja warriors utilize 91 different martial arts movements, with all the sound effects and audio consistent with this type of fighting.

Checkered Flag II - Jaguar Formula One Racing hits its peak with this version using real-time 3D generated action, akin to arcade quality racing games. Cars, buildings and roads are rendered in true 3D, with options to customize your car. The game features 100% true sound effects; crashes are realistic in both sound and imagery, with parts flying and tires screeching. Racing speed is markedly intensified.

Cybermorph - Surreal landscapes colored in both muted and bright tones are the background for this One-Man Rescue Probe sent into an interplanetary battlefield to rescue stranded survivors of a dying war. The Cybermorph is an adaptable, flexible machine with an outer skin programmed to react to its environment. If accelerating, it grows streamlined to reduce resistance; when banking, its wings extend to give maximum turn; when slowing up, the rear of the craft morphs into a cowl to bring the speed down quickly and smoothly. The probe flies in a full three dimensional world environment.

Crash 'n Burn

The good news is that Crash & Burn is finished and ready to go when Panasonic's 3DO system is launched on October 1. The GREAT news is that it's FREE! That's right, 3DO, Panasonic and Crystal Dynamics have decided to pack-in C&B with the system...and what a game it is! Crash & Burn lets you compete against a series of drivers over 30 different tracks as you try to destroy all of the competition and take the checkered flag. The game mechanics are similar in concept to Road Rash with the 3DO hardware showing itself off nicely. The graphics and special FX in C&B are like nothing you've seen before. I spent four hours a few weeks ago playing this game at Crystal Dynamics' corporate offices and I can tell you that arcade gamers and racing fans alike are going to have a tough time playing anything else once they get a hold of this one! The courses are rendered in a complete 3D, texture-mapped environment that, graphically, makes everything you've played at home obsolete. In addition, you can choose between a behind the vehicle or a cockpit viewpoint. You also have many different weapon systems at your disposal and a shop where you can use your earnings to upgrade your weapons. We will have (finally) a complete, hands-on review of this revolutionary game in the November issue of Game Fan...The 32 bit world is almost here...I can feel it...I can TASTE it..."open, open, open"... *Talko*



retailers when it hits the shelves next year. Look for much, much more in the future as this next generation game gets closer to its release date. Talko Electronic The first of these will be Madden NFL Football. The game is based on the best selling 16 bit football game series of all time and is going to feature graphic, game play and production improvements that only the 3DO can offer. The game will be loaded with video scouting reports from Madden himself and different stadiums with varying weather conditions. Graphically, the game puts you in a real time 3D environment where the camera floats and follows the action. The instant replay mode will offer the ability to see the previous play from any vantage point, including a "helmet cam" that literally brings you right into the action. Madden NFL will be released on Madden Football Friday (November 19) and looks to be one of the games that is going to help Panasonic and the 3DO Company establish their initial user base. Early next year EA will also deliver PGA Tour Golf, an enhanced version of the Genesis game that features exact video replicas of Avenal, Sterling Shores and the other courses contained in the 16-bit games. The game play will be very similar to the 16 bit versions with reverse angle viewing as the ball makes its way toward the hole and tournament and skins play. Look for PGA to be available in February or March. Lastly, EA is joining the ranks of publishers that are looking to bring true interactive multimedia games to the 3DO with Shock Wave, an incredible cinematic dog fighting experience that is introducing advanced graphics presentation, music composition and story telling to the 3DO. EA has a large staff dedicated to the production of this game with a vast amount of story boarding and model building going on. They are treating this like an interactive Hollywood production and the quality is already showing. The

Electronic Arts is getting heavily into 3DO development. The company has just opened its new 3DO division across from its corporate headquarters in San Mateo, CA and stocked it with over 75 artists, programmers, designers, technicians, musicians and model builders. The setup is very similar to a Hollywood production studio and EA already has between 15-20 3DO titles in development

Spectrum Holobyte, through its New Entertainment Division, is bringing Star Trek, The Next Generation to 3DO in February of next year and it is going to be an incredible multimedia experience. The Enterprise has been summoned to the planet Pallarius where a change in the weather pattern has produced a prolonged freeze that threatens the entire ecosystem on the planet. By interacting with the inhabitants of Pallarius, you and the crew of the Enterprise can intervene and save the planet and its residents. Spectrum Holobyte's design team is making use of SGI workstations for animation sequences, model object development and for synching of voice and character animation. Initial object modeling is done on PC using 3D Studio then brought over to SGI for animation and rendering. The design team is comprised of 10 designers, artists and programmers and is headed by Paul Kim, Production Associate. In the game, there are 13 crew members of the Enterprise, 4 that are controlled by the player. You can switch between characters at any time and, depending on how you respond to situations and your interaction, can determine which direction the plot takes. In addition to the role playing style of game play, ST will have three different arcade sequences including a shuttle dog fight and an underground tunnel chase sequence. Star Trek, The Next Generation will be the first true cinematic, multimedia game to make it to

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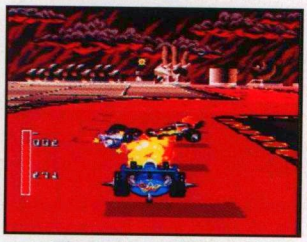

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LaserActive MEGA LD

Welcome to the first installment of Pioneer's Laseractive video game system. This month we are featuring the first Mega LD game available Taito's Pyramid Patrol

PYRAMID PATROL

Here it is, the first Sega game for the do everything Mega LD, the all in one Laser Disc player from Pioneer. When outfitted completely this honker will play Mega CD's, Mega Drive carts, PC Engine CD's, PC Engine Hu Cards, Kodak Photo CD's, CDG's, audio CD's, Sega Laser Active games, PC Engine Laser Active games and of course, Laser Discs. All this will cost you a whopping $1900.00 so lets break that down to see if it's worth it. Mega CD 229.95, Mega Drive 89.99, PC Engine Duo-R 399.99, and a good quality Laser Disc player 900.00. All together that's 1519.93, so that means you're paying roughly $480.00 to play these Laser Active titles.....they better be good!

Basically what they have done here is provide an awesome 3D back drop, courtesy of the Laser Disc player, and slapped a Sega cartridge shooter on top of it, driven by the added Sega hardware. Now, this can be good or bad and in this case I'd have to say it's bad. You see, the shooter (by Taito) that they have placed on the background is a real dog, with re drawn sprites (chunky ones I might add) coming at you in waive after waive and El cheapola sound effects from the deepest depths of the Z80 sound chip, which we know is capable of good explosion effects, why they chose this nauseating static sound when the hardware isn't being taxed at all will forever remain a mystery. Problem number two....you can't hit anything in the back ground, they added zero collision detection so you are left flying through a movie with no sense of interaction, thus making the term "Laser Active" kind of a joke. Perhaps what this system does best is yet to be seen, games like Space Ace or Dragons Lair would no doubt be awesome, but no games of this type are announced at this time. So for now I'd have to say you would be better off saving your money for a jaguar or 3DO, systems that can produce graphics of this quality along with great gameplay, but if your in the market for a laser disc player anyway and don't already own a Sega or PC engine CD then you might want to give the Pioneer Laser Active a look. Next month, we'll bring you the first PC Engine LD shooter, Vajula. I'll see you then.

-Takahara

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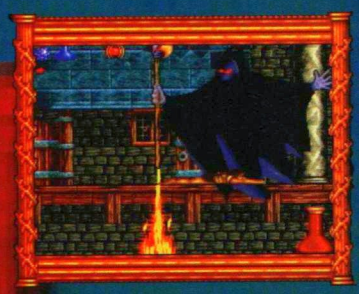
MARTY REVIEW

BEAST II

For Beast fans this is the ultimate feast. In the Marty version of Shadow of the Beast 2 you get ultra high res graphics, an excellent CD soundtrack and real voice throughout the entire game, but that's not all, if you act now you'll get the extra crystal clear Silicon Graphics intermissions absolutely free! No, seriously, this is an impressive game which far surpasses all of its beastly predecessors, it controls well enough to actually beat, which for a game in this series is quite extraordinary. This is kind of the last of the old Psygnosis, now that they have grown substantially larger they will most likely concentrate on more mainstream titles such as Microcosm or Bram Stokers Dracula, but for awhile computer and Amiga gamers reveled in these beyond science fiction graphic novels. Farewell Mr. Beast, I hope you get your face back someday.



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GENESIS

Race Drivin	Drv.	Tengen
Addams Family	Act.	Fly Edge
Dashin' Desparados	Act.	Data East
Gauntlet 4	Act.	Tengen
Robo Cop 3	Act.	Fly Edge
World Cup Soccer	Spt.	Fly Edge
Dinos For Hire	Act.	Sega
Ranger -X	Act.	Sega
Son of Chuck	Act.	Virgin
Socket	Act.	Vic Tokai
Aero The Acrobat	Act.	Sunsoft
Aladdin	Act.	Sega
Zombies	Act.	Konami
Mutant Fighter	Act.	Vic Tokai

SEGA CD

AH-3 Thunderstrike	Str.	JVC
Indiana Jones	Act.	Sega
Monkey Island	RPG	JVC
Lethal Enforcers	Sht.	Konami
Spiderman	Act.	Sega
Cool Spot	Act.	Virgin
Silpheed	Act.	Sega

SUPER NES

Lock On	Sim.	Vic Tokai
Rock & Roll Racing	Drv.	Interplay
Cool Spot	Act.	Virgin
Jurassic Park	Act.	Ocean
Lamborghini Chall	Drv.	Titus
Ren-N-Stimpy	Act.	THQ
Super Off Road Baja	Drv.	Tradewest
Zombies Ate Neigh.	Act.	Konami
Battle Cars	Drv.	Namco
Champ Soccer	Spt.	Acclaim
Oper. Logic Bomb	Act.	Jaleco
Might & Magic 3	RPG	FCI
Battle Toads DD	Act.	Tradewest
Aero The Acrobat	Act.	Sunsoft
Sunset Riders	Act.	Konami
Duck Dodgers	Act.	Sunsoft
Actraiser 2	Act.	Enix

NEO GEO

Super Fatal Fury	Ftg.	SNK
Top Hunter (TBA)	Drv.	SNK
Samurai Shodown	Ftg.	SNK
Miricle Warriers	Act.	Data East

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THE GRAVEYARD

1941
COUNTER ATTACK

We dug extra deep this month and exhumed up a real crusty one, its 1941 from NEC's short lived SuperGrafx. Arcade shooter fans know this game well for it's awesome soundtrack and unique play mechanics, your plane can spin against walls and clamp on some truly wicked power up options. The SG version is virtually identical to the arcade with the exception of the sound, which is good quality but a bit pingy due to the SG's inferior sound chip. Due to this systems short life span, only six games were produced; Aldynes (still one of the best shooters ever), Grand Zort (an amazing game for its time), Ghouls & Ghosts (which is identical to the coin-op), Battle Ace (a first person 3D shooter), Darius plus (which is identical to the CD Super Darius) and 1941. All of these titles were 8meg, with the exception of Darius Plus which was 6. If you're into collecting video game memorabilia, you might want to search around for a used SG, its worth it just for these few games, otherwise you saw it here in the Graveyard so now you know what NEC passed on back in 89, if they would have brought this system to the states back then , who knows, they might have been allot better off today.

-Mr. Goo

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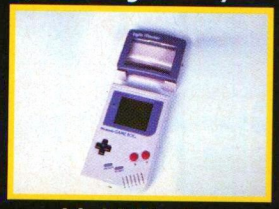

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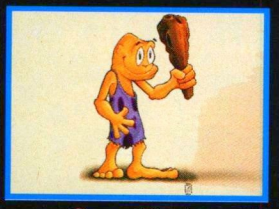

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Dooley The Dinosaur
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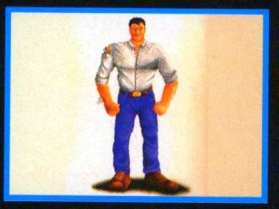

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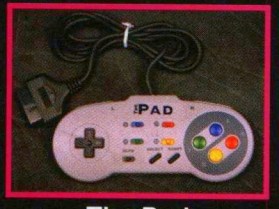

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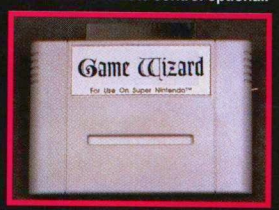

Game Wizard
Similar to Game Genie, only you can program your own codes!

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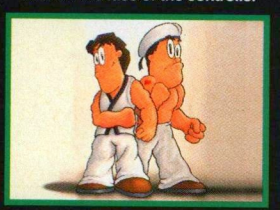
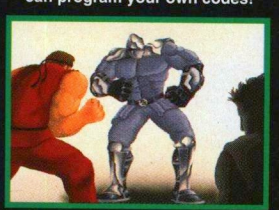


Buzz & Waldog
24 levels of wacky adventure! For Nintendo Entertainment System



Street Battle
5 Meg Action/Fighting game! For Nintendo Entertainment System

Miscellaneous

Turbo Charger
Rech. batt. pack. Models availble for GB, Game Gear, Lynx & Turbo Express.

Arcade Stick
Multi-system joystick for Genesis, SNES, Neo Geo, & Turbo Duo!

Ultra Stick & Ultra Pad
Remote control multi-system controllers for SN, GN, NG, & TD

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Plug in & control up to five different systems into TV using Video Link.

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Rech. battery pack for Game Gear, Game Boy, Lynx, & Turbo Express!

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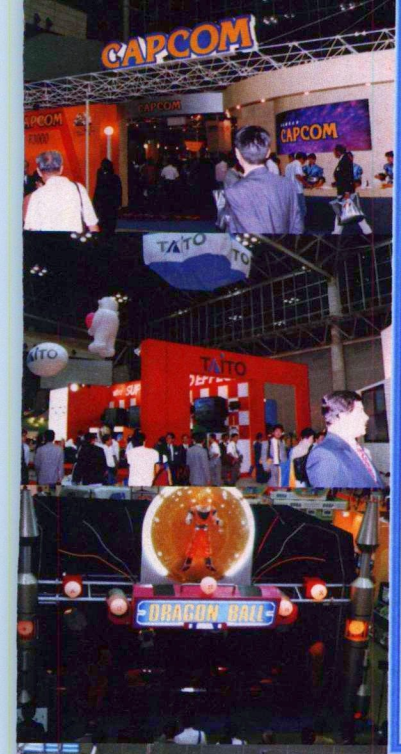
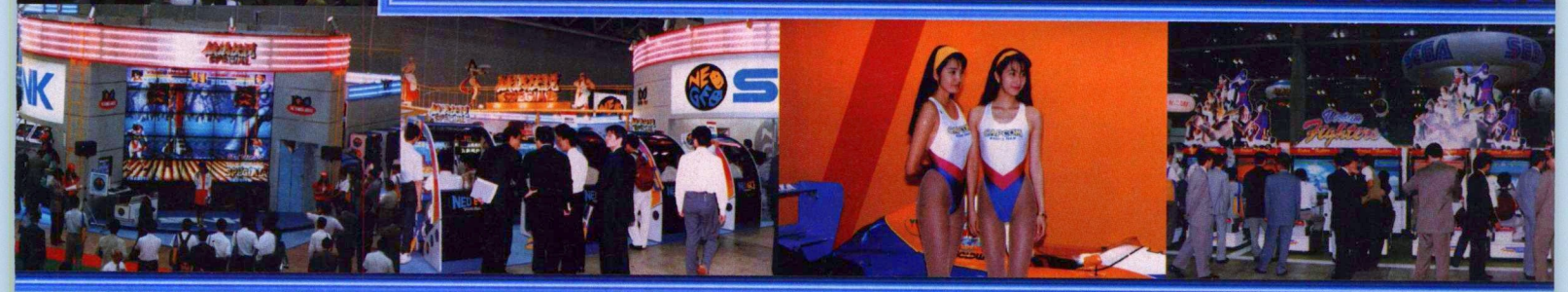


our Japanese correspondent, the honorable Kei Kuboki had a great time at this years 31st Amusement Machine Show. Kei was blown away by Sega's Virtua Fighters (he called me at three in the morning to alert me of it's splendor) and had a great time playing Super Street Fighter 2, SegaSonic on System 32,Konami's new Slam Dunk and all the other new coin ops that are on the way to arcades all over the world. For a look at what you'll be playing soon, many of which will no doubt make it to a home console in the future, check out the photo's on the following pages. See you next month, or maybe I'll run into you at an arcade somewhere...

-E Storm



Namco's Ridge Racers

Sega's Star Wars

Jump In!

Sega's Daytona

Data East's

Miracle Adventure/Neo Geo

Konami's Slam Dunk

Rainbow Continent

Super Strong Warriors

American Sammy's

Survival Arts

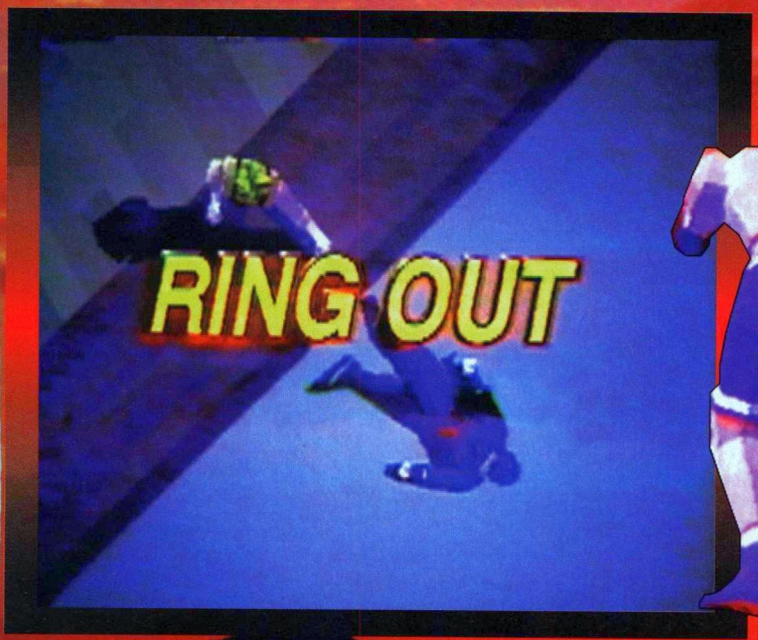
Sega's Alien³

Namco's Cynersled

Violent Storm

Virtua Fighters

The most incredible game was Sega's Virtual Fighters. Based on Virtua Racin's advanced 32 bit architecture, this game scales, rotates, and moves like no other fighting game I have ever seen. The game is based on real fighting techniques and the response time has to be experiences to be believed. Virtua Fighters should be arriving this Fall just in time to give Super Street Fighter 2 a run for it's money.



SUPER STREET FIGHTER II

The New Challengers

In last months world exclusive of Super SF2 we took a look at the new characters and 4 new stages along with existing background improvements. Well now that I have played the game extensively, here's my conclusion. This is the biggest news in fighting games since the original SF2's introduction back in 91. The first thing I noticed was how smooth the animation is and how much better the graphics are in comparison to the original. The animation is so smooth and the graphics are so clean that you feel like your playing a cartoon. Now lets talk about characters, the original cast along with four new characters are here: Cammy, Fei Long, Dee Jay and T.Hawk, who in my opinion is the best of the new characters. The original 12 characters are much improved, each with a new move and they have now been balanced so no one character can dominate the game, as in the previous versions. There are now 8 colors for each character ranging from a black Guile to a Gray Blanka, to change colors just push any of the 7 buttons. This is Capcoms best game yet delivering high res graphics and state of the art game play that hasn't been topped in the arcade or at home by any other company to date. Another plus about Super is the speed, it's the same as in Champion Edition which is the speed I prefer, it puts the strategy back into the game. This amazing new version of Street Fighter is only about 2 months away from an Arcade near you and its the greatest fighting game ever created, making this another SF2 year both at home and in the arcades.

- Enquirer

CAMMY

1. SPIRAL ARROW: ↓ ↙ ← AND KICK.
2. CANNON SPIKE: ← ↓ ↙ AND KICK.

FEI LONG

1. REKKA-KEN (UPPERCUT): ↓ ↘ → AND PUNCH.
2. SHIEN- KIYAKU (UPPERCUT KICK): ← ↓ ↘ AND KICK.

DEE JAY

1. ACE RUSHER: ← (HOLD) → AND PUNCH.
2. DOUBLE ROLLING ← (HOLD) → AND KICK.
   SOLE BUTT:
3. MACHINE GUN UPPER: ↓ (HOLD) ↑ AND PUNCH.

T. HAWK

1. CONDO DIVE: JUMP AND PRESS 3 PUNCH.
2. TOMAHAWK BUSTER: → ↓ ↘ AND PUNCH.
3. MEXICAN TYPHOON: (FULL CIRCLE) AND PUNCH.

ADDITIONAL NEW MOVES

RYU

FIRE ATTACK (FIREBALL)- ← ↙ ↓ ↘ → AND PUNCH.

VEGA

DEVIL REBIRTH: ↓ (HOLD) ↑ AND PUNCH.

BISON

BUFFALO HEAD BUTT: ↓ (HOLD) ↑ AND PUNCH

SAGAT

TIGER KNEE CRUSH: ↓ → ↗ AND KICK

BLANKA

BACK STEP ROLLING- ← THEN → AND KICK.

BALROG

SKY HIGH GLOW- ↓ THEN ↑ AND PUNCH. CAN DO WHILE JUMPING (PRESS PUNCH).

E. HONDA

SUPER 1,000 SLAP- ↓ THEN ↑ AND KICK.

ZANGEIF

QUICK DOUBLE LARIAT-3 KICK BUTTONS.

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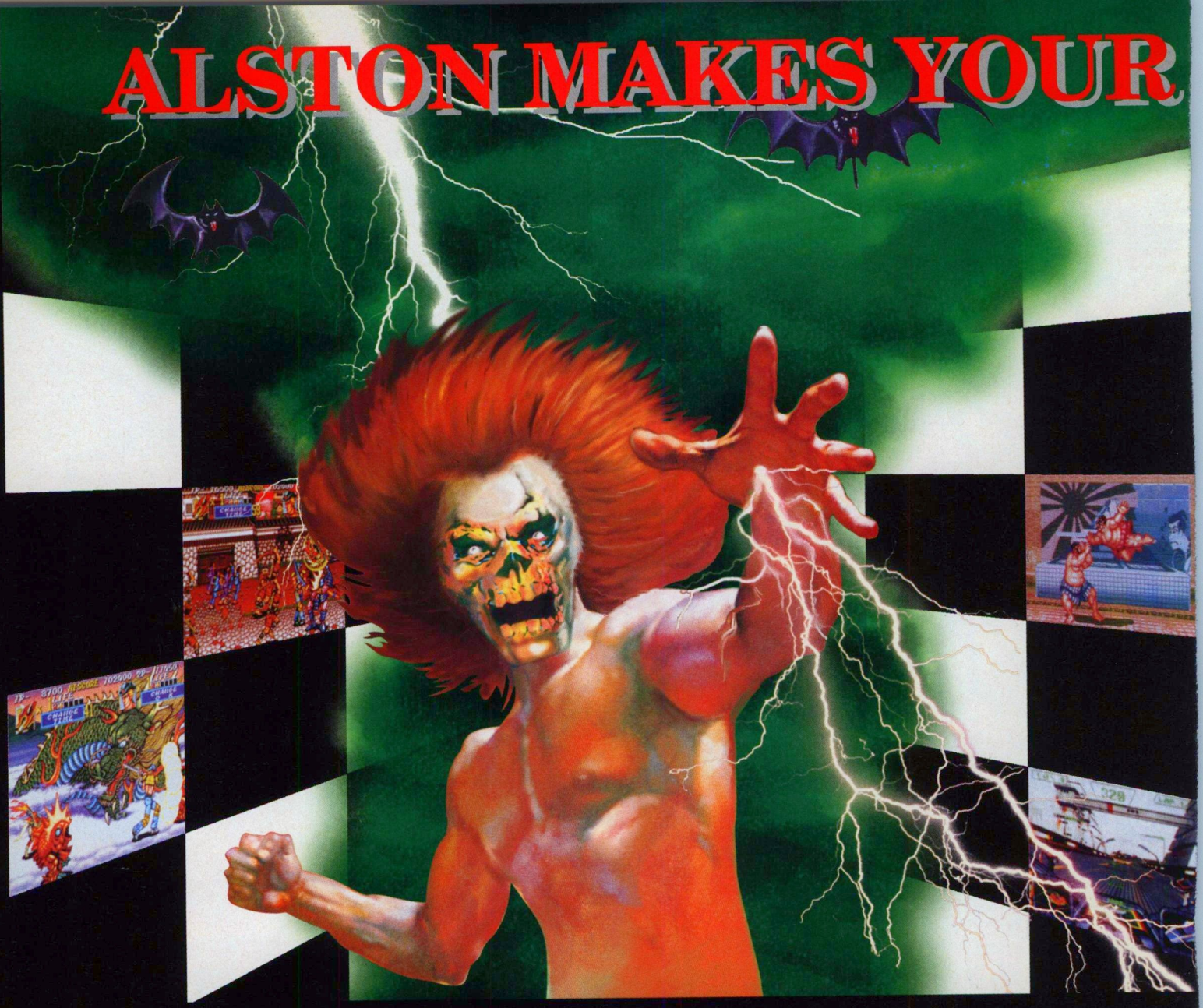

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OTHER STUFF

Welcome to Other Stuff, at the top of the news this month...Acclaim is thinking of doing two new improved versions of Mortal Kombat for SNES and Genesis. What we understand from our source is that both games will be higher meg and will have 22 improvements. Some of the new improvements will be; All of the speech will be in the SNES and Genesis versions, all of the blood and fatalities will be in the SNES version (ya, right) and all of the character frames will be in both versions as well. Rumor has it that Shang-Tsung and Goro will be controllable in the new souped-up versions. Sounds like MK Champion Edition, doesn't it?

In Nintendo news this month...

The announcement of their new 64-Bit machine is now around the world and many people think it's another smoke screen but we here at Game Fan have very close contacts at Nintendo and know for a fact that this is not vapor ware. First of all, the hardware spec's, which are still not final, are incredible!

The working name of the system is Project Reality (guess they've kind of given themselves a reputation at the big 'N', eh?). The main processor is a true R4000, 64-Bit RISC processor (the same CPU used in current SGI machines) which will run at a clock speed of over 100 MHz (possibly as fast as 150 MHz if Nintendo decides to make use of the new generation R4400 CPU). This new Nintendo product, created and designed by Silicon Graphics, also has real-time 3D Graphics, a 128-bit system bus, 24-bit color, high resolution video and CD-quality audio. This does not mean that the system is cartridge based; what we hear is that the machine is CD-based and will not be cartridge compatible. Also, the system can process and manipulate 100,000 polygons per second. Games like Galaxian, Daytona 500 and Sega's new fighting game, Virtua Fighters could all be done perfectly on the new Nintendo machine with no loss in color or any graphical differences. In addition, the machine can process 100 MIPS (millions of instructions per second). As a means of comparison, Atari's Jaguar (the current speed demon) processes 55 MIPS. Project Reality can also do real-time, anti-aliased texture mapping for very realistic graphic images. In fact, the movie Jurassic Park was designed using SGI systems. So, it is not out of the realm of possibility to see graphic quality similar to the movie. Project Reality, in high-res mode, can project images at a resolution of 1024 x 1024. This means that PR will be compatible with HDTV (High Definition TV) but will also be compatible with NTSC (the current American broadcast standard). Our sources at Nintendo say that PR's spec's might even be better when they show it at next year's AMOA show in Japan. If you are wondering why Nintendo is showing PR at an arcade show and not at CES...this is because Nintendo wants to enter the arcade market again and then release the home version at the end of 1995 for about $200.00. The first coin-op games will be from Konami, Williams, and Capcom. Could you imagine Capcom doing SF4-Virtual Reality in the arcades and then being able to play the EXACT same game at home for as low as $50.00? I know I can...now, if I could only wait until '95...

On the Konami front...Konami is hard at work on Castlevania Bloodlines for the Genesis and Lethal Enforcers both SNES and Genesis. Our sources say that the cartridge versions of LE will be exact to the Sega-CD version (so why did they make a CD version?) At this time, both of the cartridge games are 16 meg and are scheduled for a Christmas release. Also in the works at Konami are Batman, The Animated Series for SNES and a new Tiny Toons game for both SNES and Genesis. The new Tiny Toons is rumored to be a sports game and is schedule for a 1st Quarter release in '94. Two more things...Legend of the Mystical Ninja Part 2 has now been upgraded to 16 meg and now has battery back-up. In this sequel, expect excellent 2-player simultaneous action as in the original and about twice as many levels as before... and last, but not least, Konami has become an official 3rd party company for 3D0. Konami's first two games will be new versions of Gradius and Twin-Bee; two of Konami's most famous arcade games in Japan. Now I might buy a 3DO.

On the Neo-Geo front...

The big three Neo Geo fighting games; Art of Fighting, World Heroes and Fatal Fury are called the South Town Series in Japan because these games have almost identical stories and are supposedly linked together. When you beat Super Fatal Fury, there is going to be a message at the end of the game that tells you to play Art of Fighting 2 to find a secret. Then, at the end of Art of Fighting 2, there is going to be another message telling you to play one more game that, hopefully, will come out by the end of this year and will have the last secret. This new game, which has no title yet, will be the ultimate fighting game-containing the elements of all of the South Town Series games but in one gnarly 200 Meg game. We have also been assured that Data East's Miracle Adventure, SNK's Top Hunter and Alpha Denshi's much anticipated Magician Lord 2 will all make it out by the end of 93.

In other Geo news...The Neo Geo CD-ROM will finally be announced in March of 1994. This super high powered CD-ROM will have a 32-bit RISC processor and will have 180 Megabytes of buffer RAM. Each CD game will be sold for less than $50.00 and the release date could be as early as May of '94, I'll beleive it when I see it.

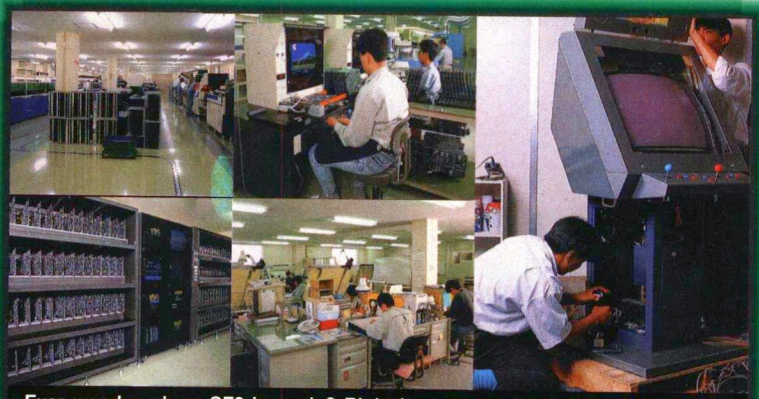
And finally.....Add one more to the list....

The Iron Man is NEC's answer to Atari's 64-Bit Jaguar, Sega's 32-bit Saturn, and the 32-Bit 3D0. Now, while NEC's new system hasn't officially been announced in America, this is what is known at the present time...The hardware design is close to completion, except for the sound and music hardware. We understand that the finished system will have at least 30 or more sound channels. The main CPU (Central Processing Unit), code-named the ARM chip, is a high powered, 32-Bit RISC processor which runs at a speed of 25Mhz (it is the same chip found in the 3D0). We won't d

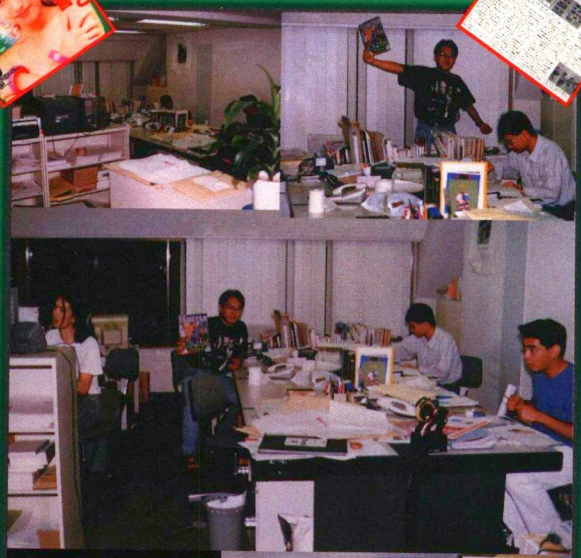
Grand Opening

Just 20 minutes from Game Fan, in the Japanese sector of Los Angles, is one of our favorite hangouts, Sega's new Hi-tech Land. It's hard to find these super expensive machines outside of Japan, so we're dropping heavy coinage. Check out Mas in the Sonic car (he's the only that would fit). The rest of these photos are of all the big whigs from the coin-op companies. Eventually we showed them how to work the controls...

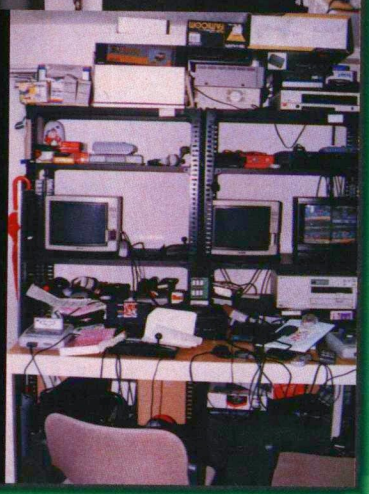
elve any further into the spec's at this time so we can start talking about th e games for this awesome new system. First of all, there's a new shoot- er (most likely a new Super Star Soldier) that has tons of polygons and tex ture mapping as in Virtua Racing, but much better... An RPG that is said to be in a total 3-D environment and a fighting game that has rotoscoped gra phics (like the graphics in Mortal Kombat but much better) and about 12 ch aracters to choose from. Expect to see the machine around March of '94 in Japan and in America...who knows? The first 3 titles are being designed b y Hudson Soft of Japan and this new machine is scheduled to be CD base d and is not supposed to be compatible with any old games from NEC's ex isting systems. Does anyone else want to announce a new system before I wrap this up?...*well, then I'll see you next, in Other Stuff.*



Ever wonder where SF2 is made? Right here at capcom's Matsubaru Branch, one of five divisions in Japan. These pictures include the mechatronics division, the manufacturing division, he service division and the hardware division, where they have been developing a new hi-tech system called CPS2, a higher quality screen that makes video games sprites as clear as animation. Capcom wins the Game Fan award for cleanliness (you could eat off that floor!)

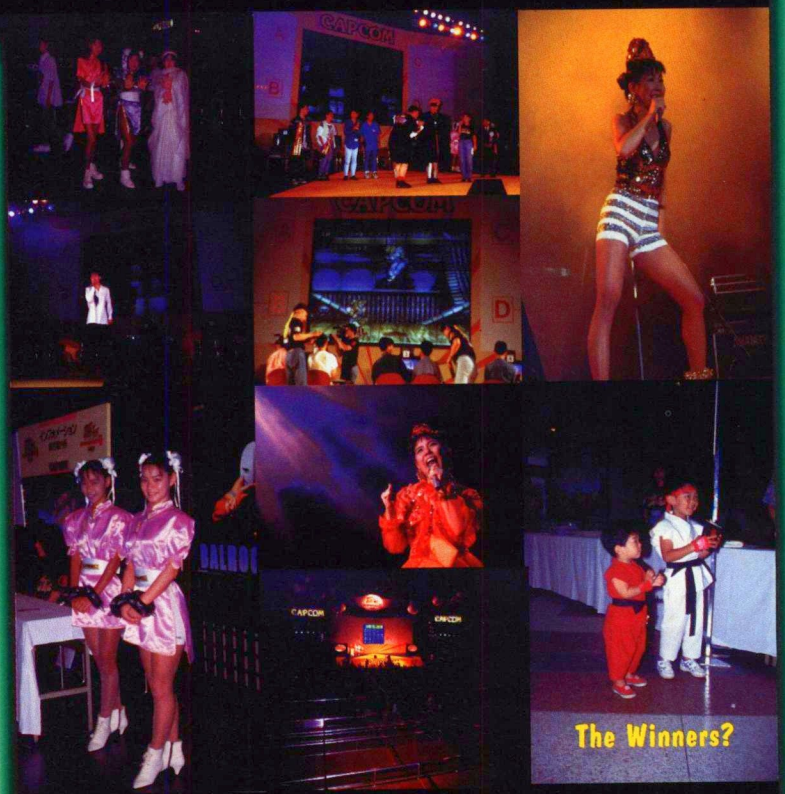


During Kei's recent visit to Japan, he had the pleasure of dropping by Hippon Super one of Japan's leading gameing mags. Hey guys, it's a great mag, but havn't you heard of cable ties, twisties...?



Up to six people can battle it out in Virtual Reality in Selmo Guardian. You can fight with a gun or sword, and each pod has it's own speakers and microphones for comunication during battle

8,000 Street Fighter hopefulls participated in the 1993 SF2 Turbo Championship's in Kokugikan Japan. The turnout for this event was huge proving that Japan's love for the #1 fighter is still as strong as ever and Game Fan was there to bring you all the action. We think that this is the way War's should be decided, but I doubt Clinton could get out a combo.



Where there's Capcom and Street Fighter 2 there is Alfa Lyra the people who make the music we've all been fighting to.

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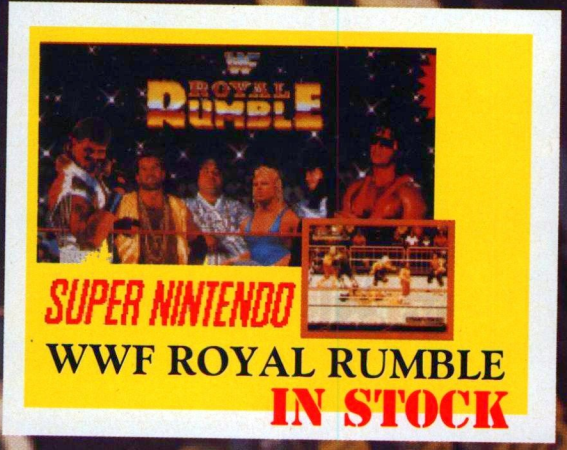

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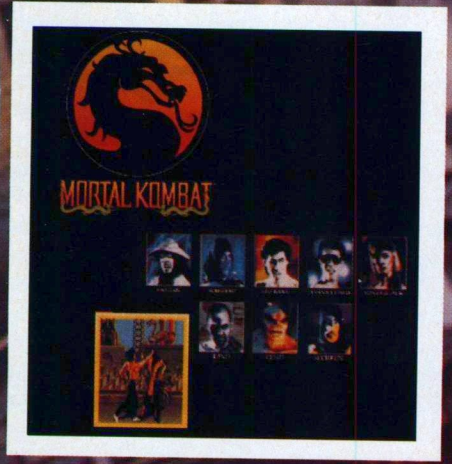

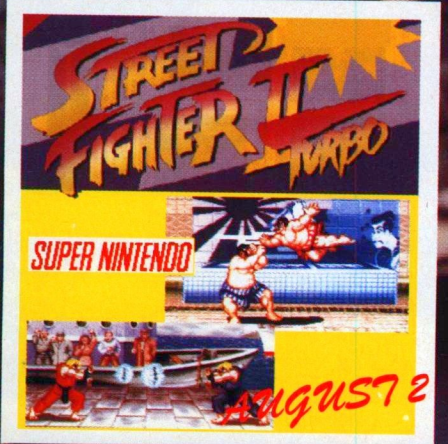

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SUPER NINTENDO

COOL SPOT
DUNGEON MASTER
ALIEN 3
WWF ROYAL RUMBLE
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THE POSTMEISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or i'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Postmeister,

These rumors about a one Gigabyte chip on a SNES cart to substitute for a CD-ROM is a total farce. Even if it is true, what does that mean, the cart is going to cost around $500. Yeah, I'm real sure that the big "N" is going to do that. The person who thought that up must have been sniffing gold paint. Also, the comment about the incredible new discovery that Psygnosis made isn't such a great discovery for a couple of reasons. HAM mode isn't anything new and is actually built into the 68000 processor. The main problem with HAM mode is that it can only be used for one screen at a time. So unless they are going to do a golf game or something else that doesn't require a lot of scene changes, HAM mode is virtually useless. One other thing, how are they going to display 4096 colors if the Genesis only has a palette of 512 colors.

I also want to address the attitude of your reviewers concerning the Duo. When I read the review for SF2 for the PC Engine, all I saw was 'I can't believe this is 8-bit'. Well if the Duo is 8-bit, than so is the Genesis. The Genesis runs on a 68000, but it also runs off of a Z80 chip, which of course is 8-bit, and is also the same chip that powered the Master System. If you want to get into the subject of colors between the systems, let me remind you that the Genesis only displays 4-bit color, the SNES displays 8-bit color, and the Duo displays 9-bit color. Look at it this way, the Duo can display the entire palette of the Genesis at one time. The Duo's palette of 4096 colors is programmable so that the programmer isn't stuck with the same colors all of the time. I started reading your magazine because it was very fair to all of the systems. Now I'm not saying that you always put down a certain system, but some of you're reviews are harsh and not very well thought out. Well, thanks for listening to me, I hope that you're reviews can persuade me to keep buying better and better games.

Glen Percival

Dear disgruntled,

Lets start of by addressing what you call "a total farce". At the recent Space world show in Japan the President of Nintendo, Mr. Yamauchi officially announced that Nintendo has developed a new data compression system and will incorporate this technology in SNES titles by mid 94 (thus keeping the SNES competitive until the 64 bit Silicon Graphics machine is introduced in 95) these upgraded carts will be offered at same price as there current software. As for sniffing paint, well I believe that would seriously clog the nostrils. Now for some HAM, first of all it is not built into the 68000 Processor, it is a hardware or software technique and the limits are set according to the systems capabilities, but the bottom line here Glenn is that we saw a full motion demonstration of this technique right here in our compound, it's real alright, as you will see very soon. I love this next one. Attention Glenn, the Z80 in the Genesis is not the main processor, however the Duo's 8bit Processor is the main CPU. Its an 8 bit pure and simple, plain as day, and I don't care how many colors it can display, show me a Hu Card that looks as good as Gunstar Heroes and I'll eat a car. For an 8 bit system it does handle SF2 very well, but it is miles from the 24 meg Sega version. And finally Glenn, please realize that our reviewers receive and play through up to fifty games a month good and bad for every format, which is why they rate games against other similar titles on that format. They go into every review with an open mind and they absolutely love what they do. You wont find a more honest and enthusiastic group of gamers anywhere. Well I hope I've cleared the air a little, I don't get many negative letters but you sounded pretty disgruntled,try to cheer up a little.

Dear Postmeister,

First of all, I wanna say how much I love your magazine, but the main reason I'm writing this has to do with all the news surrounding the upcoming 32 bit systems and the 3DO. First, I want you to know that I'm a loyal Sega supporter and I just got the new Sega CD for my birthday (it's really cool!). Then I read all over the place how when Sega's 32bit system comes out, their 16 bit system systems will die out! So I get a couple of years of software for the Sega CD and then it's over? You look at the SNES, and it's brand new compared to the Genesis. So what happens to that when they come out with a 32 bit system? It's obvious they will because of what they've done in the past: Master System-Nintendo, Genesis-SNES, Saturn project-...I see a pattern forming, don't you? Second of all, do you really think that those systems will take over? I mean, look what happened to the Neo Geo, which boasted arcade quality graphics. It cost so much no one could afford it. Even though systems like the 3DO do look amazing, and I'd love to have them, there's a limit to how much I'm willing to pay for video games! Please help to settle my nerves so I won't have to hurt somebody!

Charlie Aitken
Daute, FL

Dear Charlie,

Let me put your mind at ease. The Video Game Industry has changed a lot in recent years, it is now much larger than it has ever been and growing at an alarming rate. Therefore companies can afford to and will support multiple platforms. Just because

the Saturn is coming out next year doesn't mean that Sega is going to abandon the Sega CD, not by a long shot, in fact in a recent conversation with there development staff we were told that they have not even nicked the surface of the CD's capabilities. In the near future many platforms will exist at different price points much like the TV or Stereo industry. It will be up to you which one to choose depending on what you can afford and what you are looking to get out of a game console, be it action and shooting, multimedia or a little of both. For now your looking good with your Sega CD, it has strong third party support and Sonic CD, Silpheed, Thunderstrike and Mortal Kombat (just to mention a few) are all on the way. You're going to be just fine.

PS: So don't go hurt anybody!

Dear Postmeister,

I have some questions about the Atari Jaguar and also about Neo Geo games.

First, is the Jaguar going to have any games packed in with it? Why is the controller going to have ten buttons? What older Atari games are they going to remake?

About the Neo Geo, even though they just came out with their "100 Mega Shock" games, are they ever going to go over that? I've read articles stating that the game "3 Count Bout" is hard to control. Is that true? Did any of the back issues of "Diehard Game Fan" cover "3 Count Bout" or "World Heroes II". I've played "World Heroes II" and I can't figure out all of the moves. Also, since Atari is coming out with a 64 bit machine and the 3DO is a 32bit machine how does SNK feel about this? Is this the reason for the "100 Mega Shock" series? What about the Geo CD player?

Scott Shicklen
Hanpton, NJ

Dear Scott,

Lets start of with your questions about the Jaguar, first of all the Jaguar will most likely come packaged with Crescent Galaxy, the awesome shooter pictured on page 131. The Jaguar actually comes with a standard three button controller, the extra twelve buttons are used for different functions depending on the game you are using them with . As far as old games go Battlezone 2000 and Tempest 2000 are the only two we know about so far but, I'm sure that many more will follow, personally I hope Assault and Stun Runner make it out. As for SNK being worried about the new 32 and 64 bit systems, believe me, they're not. They make most of there money in the arcades. SNK doesn't have a very big home user base, not many people want a system who's lineup consists of mostly fighting games. And Yes, 3 Count Bout doesn't have the greatest control, its pretty much just another button pounder. You'll find a review on 3 Count Bout in our July issue and World Heroes 2 in the August , both are on the way to your front door courtesy of the Postmeister. There are new titles scheduled for release this year that go way over the 100 meg level and, to find out about the Neo Geo CD check out this issue's Other Stuff. Thanks for the letter and all the neat questions!

Dear Postmeister,

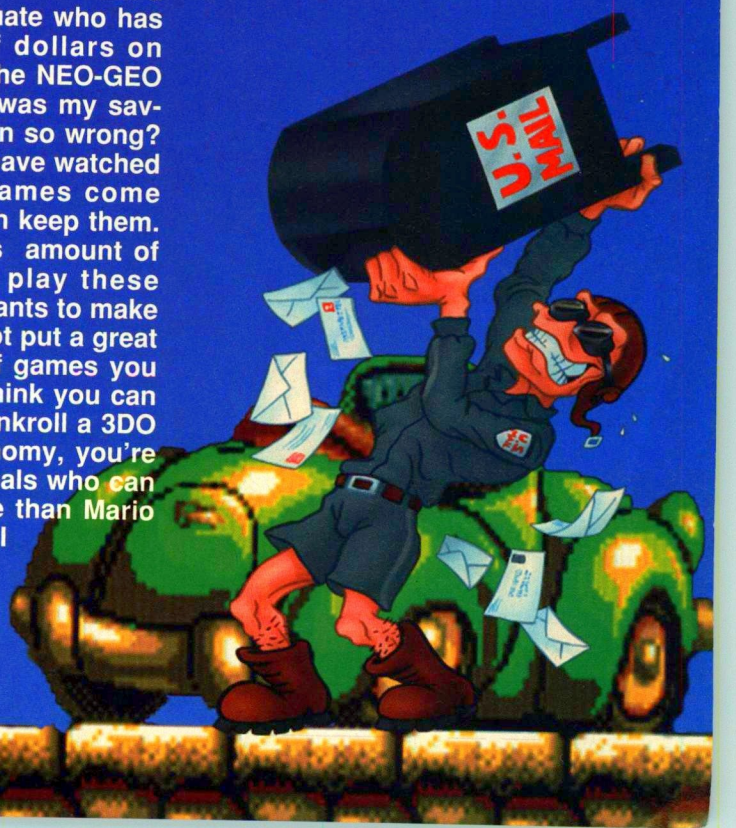
This letter is in regard to the first entry in your "Postmeister" column, Vol. 1 issue 9. Use your head, for an entity so well tapped into the industry, you make little sense. The target audience of a $700 video machine will not consist largely of kids who want to play Mario/Sonic or punch and kick type games. This machine is going to make it or break it according to the popularity it finds with adults. I am a 26 year old college graduate who has invested thousands of dollars on game machines. When the NEO-GEO came along, I thought it was my savior, how could I have been so wrong? For several years now, I have watched punch and kick type games come down the pipeline-you can keep them. People do not spend this amount of money on a system to play these types of games. If 3DO wants to make history, they had better not put a great emphasis on the types of games you suggest. Finally, if you think you can find a parent willing to bankroll a 3DO for their kids in this economy, you're kidding yourself; individuals who can afford a 3DO expect more than Mario and Street Fighter, or so I should hope.

Broodingly,
Michael T. Daley
Long Beach, Ca

Dear Michael,

Slow down there, chief. That reply was not directed towards kids, it was directed to the general gaming public who have already demonstrated that they will not sink big bucks into a system to learn about birds or star in a point and click adventure, no matter how good it looks. Remember CDI? Almost Everybody wants arcade action, how do I know that? well, I only read a few thousand letters a month and from ages 15 to 45 , 95% of them want action, fighting or 3D shooting. I am trying to relay this message to the 3DO people through this column so their system doesn't end up in the graveyard. And as for who will buy the 3DO, well I can guarantee you that if Mario, Sonic or Street Fighter 2 did come to 3DO sales would rise dramatically, for games like those on a 32 bit machine people would probably find the money. But as long as these types of games don't appear and the system continues to be marketed by the likes of these huge home electronics super stores that sell everything from dishwashers to cameras and are inhabited by commissioned salesman with slicked back hair and cheap suits the 3DO will remain out of the mainstream that Sega and Nintendo enjoy. Got it? Don't mess with me man, I'm a mailman. Broodingly right back at ya !

The Postmeister



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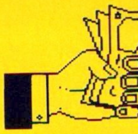

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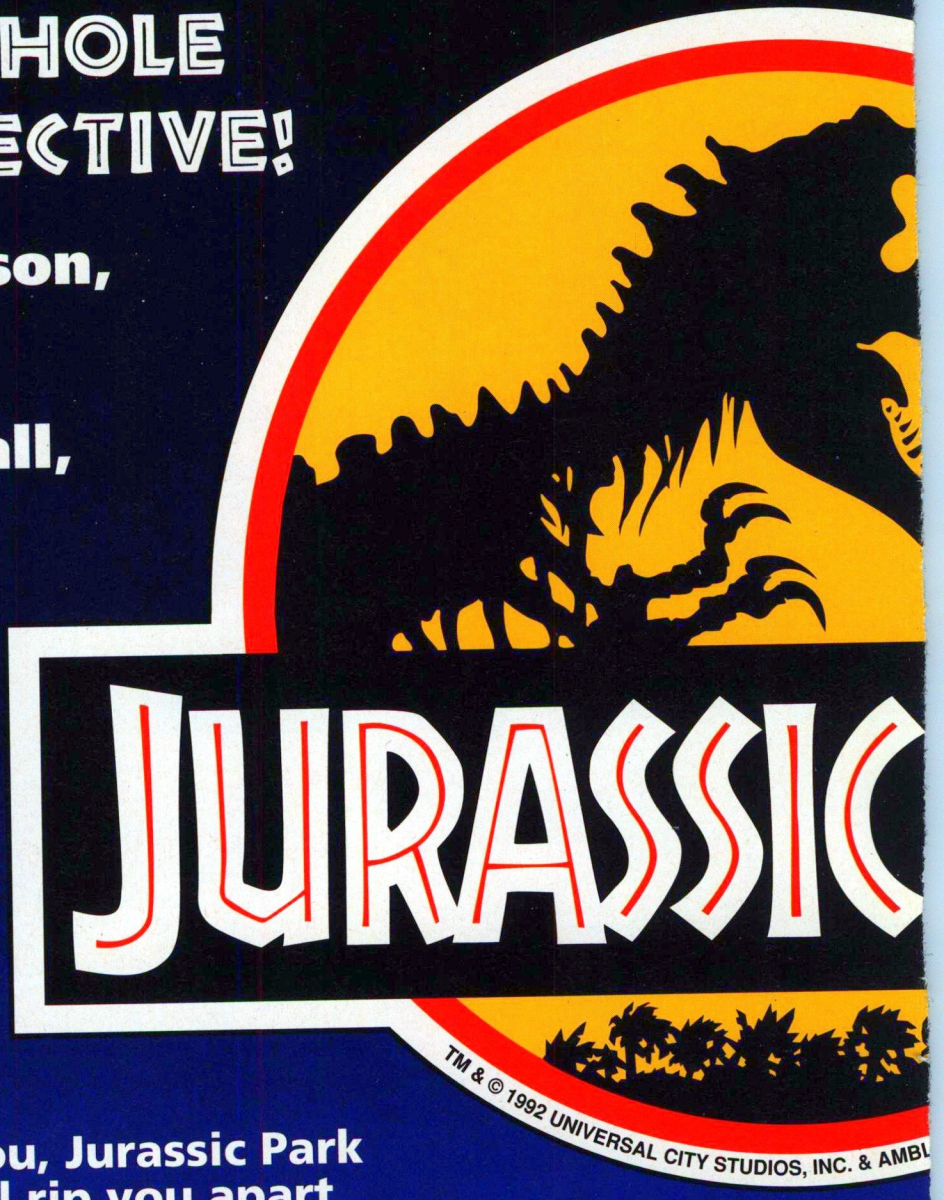

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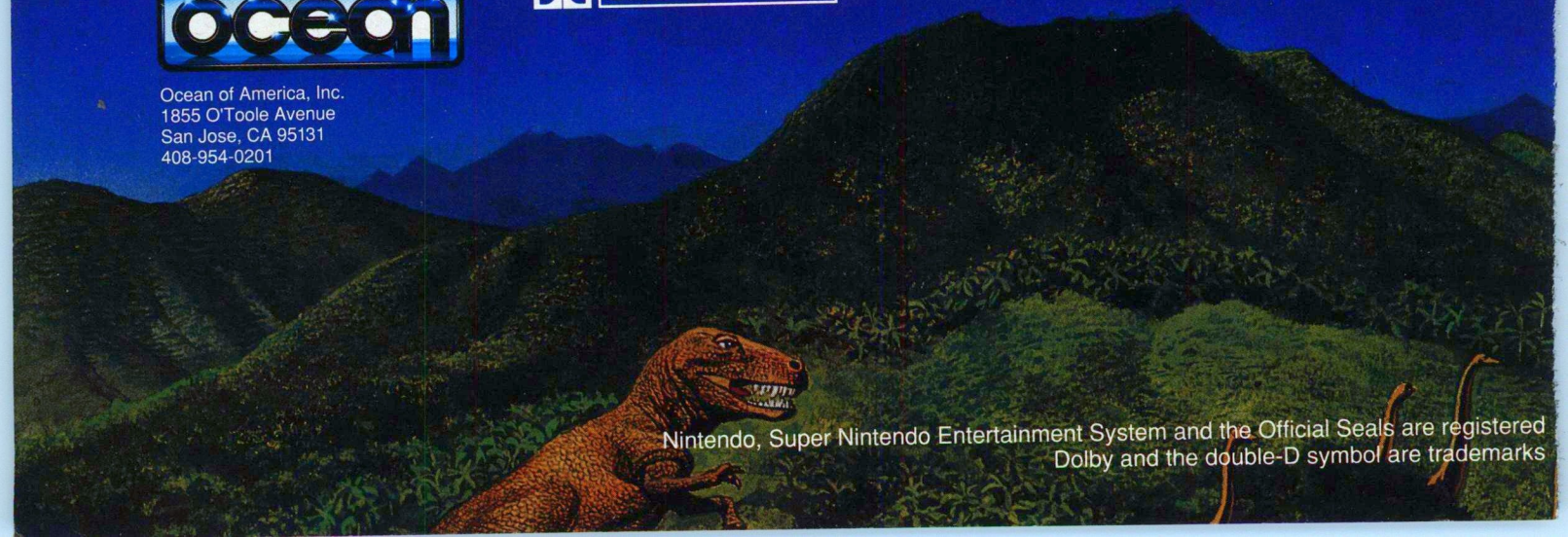

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